

# MICROCOMPUTING<sup>T.M.</sup>

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Tune Up Your Micro for Music



### Special Music/Sound Generation Issue

■ ZX-80, Compucolor II and Imagination Machine Reviews ■ Book Publishing with an Apple ■ Connecting to The Source ■ A Systems House Rides the Bumpy Rainbow ■ Wine Making with the SWTP ■ Software Reviews for North Star, Heath and CP/M



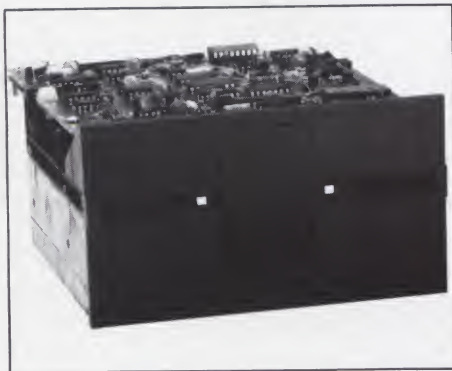


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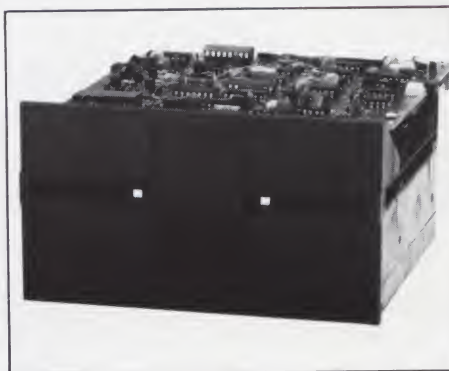
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## Advertising Offices:

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Kilobaud *Microcomputing* (ISSN 0192-4575) is published monthly by Wayne Green, Inc., 80 Pine St., Peterborough NH 03458. Subscription rates in U.S. are \$25 for one year and \$53 for three years. In Canada: \$27 for one year only, U.S. funds. Foreign subscriptions (surface mail)—\$35 for one year only, U.S. funds. Foreign air mail subscriptions—\$62 for one year only, U.S. funds. In Europe, contact: Monika Nedela, Markstr. 3, D-7778 Markdorf, W. Germany. South African Distributor: KB Microcomputing, PO Box 782815, Sandton, South Africa 2146. Australian Distributor: Electronic Concepts, Attention: Rudi Hoess, 55 Clarence Street, Sydney 2000, Australia. Second-class postage paid at Peterborough NH 03458 and at additional mailing offices. Phone: 603-924-3873. Entire contents copyright 1980 by Wayne Green, Inc. No part of this publication may be reprinted or otherwise reproduced without written permission from the publisher.

## ARTICLES

- 26 **The Noise Can Be Deafening** When musicians/computerists get together.
- 27 **A Short History of Computer Music** It's here to stay. *Dennis Bathory Kitz*  
**Discography—28**  
**Music Glossary—30**
- 29 **Electronic Music** Its past, present and future. *David Gunn*
- 32 **Build a TRS-80-to-Synthesizer Interface** Listen to Bach, among others. *Dennis Bathory Kitz*
- 43 **Music Transcriber** Write sheet music instantly on the screen. *Peter Bendix*
- 66 **A Simple Voltage-Controlled Synthesizer** With the TI SN76477 sound chip. *Dennis Bathory Kitz*
- 72 **Computer Music the Easy Way** Part 1 describes the hardware. *Steve Marum*
- 86 **APF Imagination Machine—A Review** A serious computer? *Peter A. Stark*
- 90 **More on APF's Graphics** Enter the land of high resolution. *Richard Esposito, Bertram Thiel*
- 100 **The Compucolor II** Its good times and its bad times. *Barry L. Parr*
- 104 **Wine Log Program for SWTP** Dionysus would approve. *Thomas W. Glaser*
- 110 **Beat the Clock** Clock fix for 8224 clock generator boards. *Michael L. Simon*
- 112 **A Microcomputer Tea Party** Third annual PCW show. *Jake Commander*
- 114 **Notes on the Arian Assembler** For the North Star. *Bruce R. Evans, M.D.*
- 120 **Speech Synthesis for the 6800** New uses for the SWTP. *Terry L. Mayhugh*
- 124 **Ackerman Digital Systems Noisemaker** North Star users break the silence. *Steve Leibson*
- 130 **Super Sound with Your Superboard II** A simple and inexpensive mod. *D. Kupke*
- 134 **The GI Programmable Sound Generator** Noise for the Apple II. *Robert Urschel*
- 142 **⌘ Computerized Project Management** Book publishing with an Apple. *Derek A. Kelly*
- 150 **Advice to the Beginning Programmer** Think before you leap. *Robert B. Silvey*
- 153 **Kilobaud Classroom No. 23** Assembly-language programming. *Peter A. Stark*
- 165 **Hard Copy for the OSI Challengers** Cassette I/O, too. *Stephen Mendelsohn*
- 168 **The Sinclair ZX-80 Microcomputer** It's for real. *Stanley J. Wszola*
- 172 **⌘ Ride the Bumpy Rainbow** A pot of gold awaits. *Frank J. Derfler, Jr.*
- 176 **Innovative Technology's A/D Converter** The AD-68 for the SWTP. *Dr. Gordon W. Wolfe*
- 180 **Exploring The Source** Along the electronic communications path. *Sherman P. Wantz*
- 188 **The Master Catalog System** For CP/M users. *Rod Hallen*
- 194 **Digital Tape and File Management** With the CFM/3 and TC-3. *Don R. Woods, Dexter S. French, Jr.*
- 202 **Dial-up Directory** The ST80 series of programs. *Frank J. Derfler, Jr.*
- 206 **Multi-Base Calculator** Converting number bases. *Hal Knippenberg*
- 211 **⌘ From Zip to Zone** TRS-80 time-saver for businesses. *William Klungle*
- 214 **Apple II Plus Plus** A ROM upgrade. *John W. Davison*
- 216 **Programming Heath's USART** Eliminate I/O problems. *D. C. Shoemaker*
- 218 **Give Character to Your PET Printer** Creating user-defined characters. *Neil Piper*

## DEPARTMENTS

- Publisher's Remarks—6
- PET-pourri—7
- Computer Blackboard—10
- Book Reviews—11
- Micro Quiz—12
- Micro-Scope—13
- New Products—16
- New Software—19
- Letters to the Editor—22
- Computer Clinic—223
- Classifieds—224
- Dealer Directory—225
- Clubs—225
- 1980 Index—226

This month's cover features the Apple Hill Chamber Players, a unique group of recording artists and concert performers who have toured the United States. Based in East Sullivan, N.H., the Players hold musical instruction sessions at the Apple Hill Center for Chamber Music. Members include (seated, left to right): Valeria Vilker, John Laughton, Betty Hauck and Beth Pearson; (standing, left to right) Anthony Princiotti, Robert Merfeld, Richard Hartshorne and Eric Stumacher. Joining the group at the synthesizer keyboard is Dennis Bathory Kitz, who contributed three articles to this special music issue. Photos by Peter Acker.





# PUBLISHER'S REMARKS

## Broker—The Name Should Be a Clue

With the word that Apple will be going public this fall, many people are calling their brokers to be put on the list to buy the stock. I haven't talked much with Apple, so I don't know what is really going on there. But on the surface it appears as if they have been growing faster than their cash resources, and thus need investors to help out.

Those in the firm with stock will make out well because going public sets a definite value on their stock. This usually makes instant millionaires out of the people in a firm who own large blocks of stock. It also helps out the people who provided venture capital along the way by giving them a substantial return on their investment.

Since Apple is growing rapidly, this looks like a good time for them to go public and take advantage of their place in the present market. But I see some heavy shadows ahead for Apple which might turn the investment sour in a year or so unless some changes are soon made in basic policy.

The problem for Apple is not Radio Shack or Commodore. The problem I see looming for Apple comes from the West—from Japan. Several of the large Japanese firms are coming to the U.S., and there has been a good deal of publicity in Japan about that country taking over one more high-technology industry—microcomputing. I think we can assume that the Japanese are serious about this. Taking a critical look at their previous attempts to take over high-technology industries, we see that they have a truly remarkable record of success.

So far we have seen shadows cast by Casio, Quasar, Panasonic, Hitachi, Toshiba, NEC and a few others. They seem to be definitely coming. I've talked with most of them and can assure you that not only are they coming to the U.S., but they also have definite plans for doing very well here. Casio, for instance, as I have mentioned before, has a goal of becoming the largest microcomputer firm within two years. If Casio comes into the United States with a library of a couple of hundred programs available from their dealers, they might be able to achieve their plans in one year instead of two.

Despite the lead Radio Shack has, I think Casio can do it, if they are smart. We've seen no indication of Casio not being smart. I wish I could say the same for some U.S. firms.

Every one of the American firms has a serious weakness, which, I think, is fatal. The weakness, of course, has to do with the fundamental hoax behind the selling of computers: the lack of significant applications software. I've talked with people in most of these firms and tried to reason with them, but there is an odd blindness that all of them share. The Jap-

## The problem I see looming for Apple comes from the West—from Japan.

anese may take advantage of this and thus take over the market.

While I expect the Apple stock to go up very well for the immediate weeks after it is put on the market, unless there are some major changes in business philosophy at Apple, I would not want to hold onto the stock for long. I'd watch the Japanese inroads and marketing. Once they seem to be gaining hold, it might be time to look elsewhere for investments. I mentioned this concept to *Business Week* in an interview recently; we'll see what comes of that.

We've been watching the Tandy stock zooming upwards, pushed up by the success of the TRS-80. But what will happen to that stock if Casio, Quasar and others out-market Tandy? The Japanese are not novices at marketing, distribution, service, advertising or product design. Even if they don't discover the fundamental weakness of the American firms, they will be able to cause a lot of trouble. If they figure out the more basic answers, they can rout Radio Shack, Apple and the rest of them. What do you think that would do to Apple stock and Tandy stock?

## Software Shakeout

One after another more prominent software publishers have either bitten the dust, been bought out or received venture capital (passed the hat) in order to stay in business. It's a very rough world selling software.

For the most part, the problems have been self-generated. Even the largest firms, with a few exceptions, have put out so much third-rate software that dealers have become almost totally disillusioned. No dealer wants customers to come back into the store cursing him out for foisting off some dog of a program on them. After this happens often enough, the dealers become very cautious about stocking any software.

Small software firms have a serious problem too. Not only are dealers gun-shy about taking on software, but they also find it expensive to try and deal with a raft of small firms. There is just too much paperwork involved. So, with small firms too difficult to deal with and many

of the larger firms putting out reams of crap, dealers are between a rock and a hard place.

You can add another problem to the list: tape-duplicating miseries. There is a profound ignorance in the field about tape formats and standards, and as a result, very few software firms have the expertise or the equipment to turn out cassettes that will load successfully. This has not stopped them from doing a half-assed job and sending out the result, which aggravates both customers and dealers. It took our engineers at Instant Software almost a year of hard work to develop a tape-duplicating system that works dependably. Some of the other firms that are also able to make good duplicates agree that it is not for the fainthearted. Even Radio Shack had one hell of a time with this. They had to spend a lot of money before they produced a dependable result.

Virtually nothing has been written about cassette tape-recording formats and systems. I'd like to see some articles on this arcane subject, and so would about 500 software firms. Most outfits have been going by the seat of the pants, empirically finding out what will or won't work, but not knowing why. We need information published.

In the meanwhile, we are seeing fewer of those beautiful full-color ads from software firms, who find they have overestimated the current market and fold up. Other than Instant Software, how many firms are selling over \$1 million per year in software? Not many.

## Software Copyrights

As many people in the field predicted, the courts have overturned the decision on the JS&A case. . . insofar as the copyright matter was concerned. JS&A still came out free on the case, but this time because the appeals court felt that the owner of the ROM that was copied by JS&A had not adequately shown copyright ownership by stamping the ROM with its logo.

The business about the machine-readable code was thrown out, thank heavens. Now we have a situation where the courts are in step with the world again, and software is protected by copyright. . . as long as it is so marked, either on the ROM, the cassette or the disk.

It is difficult to reconcile the recent book by Joe Sugarman, the president of JS&A, which makes a big deal out of honesty, with the JS&A ripoff of the Data Cash chess ROM. Data Cash had a big investment in the program and thought they had the ROM protected, but through the usual legal mess, they were poorly advised and Sugarman got away with it. Joe may be legally clear on this, but it certainly appears that he is morally wrong and ill-equipped to be lecturing people about honesty.



# PET-POURRI

## ROM Changes?

Some time back, a number of 16K and 32K PETs were shipped with five operating system ROMs instead of the usual four. It appears that Commodore ran out of 4K ROMs and installed two 2K 24-pin retrofit ROMs to replace the missing 4K ROM. To facilitate the fix, a jumper was installed and one connection was cut on the printed-circuit board. The ROMs at each end (UD9 on the left and UD3 on the right) are the 2K ROMs; the other three are 4K ROMs.

Now the plot thickens! You have a problem when you want to use any product that has a ROM that must plug into the rightmost socket (UD3), which would normally be empty. First, the socket is not empty. Second, the addressing for the socket has been changed. However, there are several ways to get around these problems:

1. You can upgrade to BASIC 4.0 (Disk BASIC). This simply involves removing the original five ROMs and installing the five new ROMs for BASIC 4.0. The new ROMs go into the left five sockets (UD6-UD9), leaving the two rightmost sockets free. This leaves space for a Word Pro ROM in UD4 and whatever you want in UD3.

2. Get the original 4K ROM for UD9 to replace the two 2K ROMs. This is Commodore part number 901465-03. Since I've had little luck locating one, I'm not sure of the current price or availability.

3. Connect both 2K ROMs to the UD9 socket. Since the address decoding is contained within the 2K ROM chips, you can simply connect them in parallel, and they'll appear to be a single 4K chip to the system.

One way to accomplish this is to piggyback the two 2K ROMs, solder the pins together and somehow insert the package into the UD9 socket. This has several disadvantages, however, since the chips can be damaged very easily if not handled properly. Also, the chips could easily overheat when they are mounted closely together and power is applied.

Another, much simpler, method of paralleling the chips is to use a modified Spacemaker board. Cut the connection from pin 8 of the 74LS08 chip and add a jumper wire between pin 21 of each ROM socket on the Spacemaker. This modification enables both ROMs on the board instead of selecting them one at a time. Then insert the two 2K ROMs in the Spacemaker sockets and insert the Spacemaker in the PET UD9 socket. To be safe, you might want to remove the ROM selector switch from the Spacemaker, since it is no longer used.

No matter which method you use to free the rightmost socket (UD3), you must restore the

PET logic board to the original wiring of UD3. This requires removing the jumper on the back of the board just behind the UD3 socket. Also, repair the cut connection on top of the board to the right of UD3 near pin 4. Be careful when soldering the logic board, since there are MOS devices present. If you're unsure of the proper precautions, have a qualified person do the work.

## New Character Generator ROMs

West River Electronics, PO Box 605, Stony Brook, NY 11790, has a number of special character generator ROMs available for the PET. These ROMs provide special mathematical symbols or characters needed for various foreign languages.

The most popular ROM is the math character set ROM, which displays formulas and expressions in standard mathematical notation. Nothing is changed in the standard graphics font, but in the lowercase font (POKE 59468,14), the graphics characters have been redefined as mathematical symbols. The new characters include superscripted variables, numbers and operators (0-9, c, n, t, x, y, +, -, / and =). These can be used for both exponentiation and subscripting. There is also a two-part integral sign and a three-part radical sign that can expand to any needed size. Greek letters, along with an infinity sign, are useful for many applications. The forward arrow can be used for vector notation and limits. Additional operators, such as plus-and-minus, less-than-or-equal, greater-than-or-equal and not-equal, are also provided.

Remember that only the seldom used lowercase graphics characters have been changed, so almost all programs that worked with the original ROM should still work with the math character set ROM. This new ROM is currently only available for the new model PETs. An adaptor for old PETs and a software switch to allow you to switch between ROMs with a simple PEEK is under development. Additional foreign language ROMs are available for German, French, Spanish, Czech and Polish. Each ROM is \$75, postpaid.

## Gridiron Scout

If you're a football enthusiast, then you might be interested in several programs offered by Ron Brinegar of Lyon TV, 19515 Village Drive, Sonoma, CA 95370. Gridiron Scout evaluates football team tendencies to run certain plays in each down situation. The program requires a 32K PET; a printer is optional. It generates six types of reports based on the play

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- overall team offensive performance
- individual offensive performance
- play data review (with editing)
- kickoff review (with editing)
- analysis of down and formation tendencies for short, medium and long yardage
- summary of team tendencies defining where the defense is needed

The analysis report indicates how often the team runs or passes in each yardage situation, defining where the runner enters the line and the type of pass used. A final report gives an overall summary of the team's offensive tendencies, indicating how often the team runs or passes to each side. Similar statistics can also be obtained for kickoffs as well.

The program allows you to define the specific passing plays and offensive formations to be evaluated. The description of each is limited to 12 characters, but there is no specific limit on the number of entries to be coded. Play data is entered from the keyboard and can be saved to or restored from tape. Each entry is checked for validity whenever possible as it is entered. Once the play data has been entered, various statistics can then be obtained and analyzed as desired.

The available overall team statistics include:

- yards gained rushing
- total attempted passes
- total passes completed
- total incomplete passes
- average gain per pass
- total number of punts
- average yards per punt
- total number of kickoffs
- average kickoff return

Information on an individual player's offensive performance includes rushing, punting, passing and receiving.

The program lets you review and check the data entered, and even make changes if required. Overall, this is an interesting, well-written and possibly quite useful program for the PET. An NFL Prediction program is also available from the same author.

## Programming Hints

Most PET owners are usually aware of many ways of saving space within BASIC programs on the PET. Commodore even includes an appendix in their manuals to briefly mention several ways to save space and improve the efficiency of your programs. With most new 16 or 32K PET/CBM systems, saving space is not really as important as decreasing the program's running time. This is especially true when you have many reads and writes to the disk. A simple change to an input or output subroutine may make a drastic change in the time it takes to run the program or perform a special task within the program.

Usually, saving space within a BASIC program also decreases the program's running time. Let's first take a quick look at the various ways to save space, just in case there might be something you've overlooked:

1. Use multiple statements per line with a separating colon. There is a five-byte overhead associated with every BASIC line regardless of its length.

2. Use small line numbers. The line number of each line always takes two bytes regardless of the number of digits in the number. However, every line number used within a BASIC statement can waste space if larger line numbers are used. Each line number used in a statement takes one byte for every digit in the number. Correspondingly, use short variable names wherever possible.

3. Delete all unnecessary spaces and remarks.

4. A program need not end with an end statement. It can usually be deleted if the last line in a program is the last line to be executed.

5. Use a variable equated to the value of commonly used constant values. This especially applies to strings, since the string variable pointer will actually point to the text in the BASIC line where it is defined, instead of using the variable space at the top of memory.

6. Reuse variables wherever possible, rather than define additional variables.

7. Use the zero element of arrays and always declare an array's size. Avoid using arrays when simple variables will work just as well.

8. Watch the use of integer variables. Simple integer variables still take seven bytes per variable, but integer array elements save memory by using two bytes per array element. If you use simple integer variables such as I%, you'll actually waste space by using percent signs each time you reference the variable. However, if this forces using the INT function, you may be better off using the simple integer variables in certain instances.

9. Don't initialize variables to zero or strings to a null string. These are the default values set by BASIC when the variable is first encountered during execution.

10. Avoid using parentheses in expressions if not really needed for the proper interpretation of the statement.

11. Combine next statements if nested loops have a common exit. For example, 100 NEXT J,K,L.

12. Constant data used by a program can be read into an array from an external data file on tape or disk, rather than from data statements within the program. Alternately, the data can be used directly from the data statements without being placed into an array. By using the restore command, the data can be reused any number of times.

13. Use TAB and SPC functions to avoid using extra spaces within print statements.

14. Skip punctuation within multiple-item print statements whenever possible. The default is a semicolon spacing.

15. Omit closing quotation marks in any print statement not followed by other items to be printed in the same statement, or not followed by a colon and another BASIC statement.

16. Omit quotation marks around string element values in data statements. Quotes are only required if there are spaces or special characters (graphics, cursor control, commas, colons, etc.) in the data statement.

17. As usual, always use subroutines to perform common functions needed at various points in the program.

Generally, most of these space-saving techniques will also save time. There are, however, several additional techniques to save execution

time that may not actually affect the size of a program. They may, in fact, even increase the size of a program in some instances.

1. Use variables instead of constants wherever possible. It takes more time to convert a constant to its floating-point representation than it does to fetch the value of a simple or array variable.

2. Order the definitions of variables carefully. Variables are defined in the variable table in the order they are encountered during execution. Whenever a variable is referenced by the program, BASIC must scan from the start of the variable table to find the desired value. Thus, those defined first can be located the quickest. Define most often used variables first. It may even be advantageous to define certain variables with dummy values at the start of the program just to get them into the variable table in a specific order.

3. Define simple variables before using a large array. Whenever a simple variable is defined, any arrays that exist must be moved in memory to provide space for the new simple variable entry. Also, all array pointers must be modified accordingly after the arrays are moved.

4. Keep heavily used subroutines near the start of the program. Most people are in the habit of placing subroutines near the end of their programs. However, every time the subroutine is called, BASIC must search from the start of the program to find the desired line. This could waste a great deal of time, especially if the subroutine is used for reading or writing data files.

5. Carefully examine the contents and structure of every for-next loop, which is possibly the most notorious time-waster if not handled properly. Make sure any statements that do not need to be repeated for each iteration of the loop are actually outside of the loop. If a value must be computed or a substring value used repeatedly within the loop, calculate the value once and define it as another variable that can be used as needed.

6. Use next statements without the index variable. NEXT is somewhat faster than NEXT X, because no check is made to see if the variable used is the same variable in the most recent for statement.

7. Combine operations whenever possible in the program flow. If your program is going to read data into an array and then sort it, place the entry in the correct array position and shift the remaining entries accordingly as each item is read. This is especially helpful when you manually enter the data from the keyboard. The program's user may not even notice a short delay between each entry, but a long delay later to sort an entire matrix may be rather annoying.

8. Since string garbage collection can waste a good deal of time, it may be best to force a garbage collection at specific times within the program. Simply execute F=FRE(0) statements whenever desired. You might consider doing this before waiting for a user response, since you don't really care about lost time at that point.

I hope this information will help you to write more efficient and therefore more useful programs.



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# COMPUTER BLACKBOARD

## Selecting a Microcomputer

There remain few educators who are not well aware of the growing impact of microcomputers upon education. While many of the short-term and most of the long-term effects of this impact are unclear, one fact is very apparent: Educators and school districts are purchasing impressively large numbers of microcomputers.

Many of these purchases are very well in-

most keyboards and look only to a couple of other already available tools. I suggest that an annotated cookbook and an index card file are both more effective tools than the computer for maintenance of recipes in the majority of homes. As for balancing your checkbook, I'm convinced that if you can afford to purchase a microcomputer, you are quite capable of quickly and accurately balancing your checkbook without computer support.

The current appropriateness of a family message center is a more interesting question, as improved communications will quite likely be-

availability of a computer in the home will positively affect the education of most children.

Personal business applications include those needs whose existence is all too familiar. If you're spending several hours each week tracking many stocks, maintaining tax records, editing and retyping manuscripts or typing address labels, then a computer in the home may be just what you need. However, if your stocks are simply scanned in the paper, your taxes consume only eight hours of your time each April, your writing efforts are usually limited to paying bills and your address lists pertain only to holidays and relatives, then personal business is not a valid justification for your microcomputer in the home.

What might you do with a computer in the school? The answer is everything discussed so far and a good deal more. I hope a partial answer is suggested by this column each month. Justification of the school computer is easier than justifying the computer in the home. In my opinion, reading, writing and computing really are the basic skills needed by today's children. Without even considering how to best teach reading or writing, there is little doubt that computers are an essential component when one teaches computing.

Although school budgets are very limited, schools are likely to purchase or otherwise acquire larger software libraries for their microcomputers than would the typical home user. This is reasonable not only due to cost, but also because many programs not appropriate for home use can be effective examples of a larger process in the school environment.

By using and then understanding the overall concepts and programming techniques of a well-written recipe maintenance program, students can better understand the techniques of searching and sorting over larger data bases. Although searching for recipes containing spinach and noodles because that's what's available in the kitchen is not practical, the same concepts apply to searching a computer file for all likely donors of a particular blood type or for the name of the owner of a car seen leaving an accident scene.

While the program to balance a checkbook was not a practical way to balance a checkbook, that program may be an effective instructional tool when teaching children how to balance a checkbook for the first time. While a family message center program had little value at home, the overall concept and programming techniques are very important ideas for today's students who must understand the fundamental ideas of computer-based communication networks that will gradually become so much a part of their daily lives.

After you've formulated a realistic answer to the question of why you would like a computer,

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**After you've clarified the particular applications in which you're interested... you're ready to address the question of which microcomputer should be purchased.**

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tended, but incorrect. The first question asked by many educators and parents is, "Which computer shall I buy?" This is not an appropriate first question. The first question should be, "Why do I want a computer?" or "What do I want to do with a computer?" Only after you have adequately clarified your answers to the proper first question should you begin to address the task of actually selecting the microcomputer hardware. Hopefully this article will help you address both of these questions.

"Why do I need a microcomputer in my home?" is being asked with increased frequency. The answer is easy—you don't need one. There is very little chance that you really need a microcomputer in your home without being well aware of that need. On the other hand, "What might I do with a microcomputer in my home if I bought one tomorrow?" is a more valid question. In my opinion the answer is very straightforward.

Today, a microcomputer in your home can be used for recreation, education and personal business. As you scan the software advertisements, you'll see programs offered as home applications, such as a recipe record for the disorganized cook, a checkbook balancer for the exhausted breadwinner and a message center for the active family in which verbal communication has become difficult. If such software makes you skeptical, your first gold star has been earned. Let no one again consider you a computer illiterate.

Will the average household really use a computer to maintain a recipe file? I doubt it. We can overlook the fact that the kitchen's humid, relatively polluted air would not be healthy for

come one major consequence of the proliferation of microcomputers. However, once again I suggest the existence of other tools that can do the same job more effectively—pencil and paper.

I am a strong advocate of computer technology, and in many cases that technology should and will replace the paper and pencil. For example, the preparation of manuscripts without computer-based word processing support is no longer an effective use of time. But leaving messages for other family members is not a defensible application of today's microcomputer.

Now let's be more positive, for I do advocate the acquisition of microcomputers for the home whenever such acquisition is not a financial burden. What do the proposed applications of recreation, education and personal business suggest?

Recreation includes games, anything with little purpose other than fun, hobby applications and even learning to program if the learner is doing so for relaxation and enjoyment. If a computer in the home is defined for a microcomputer system that costs no more than \$1200, then the majority of software for today's computers in the home falls into the recreational category.

Education includes drill and practice in a wide variety of areas including spelling, mathematics, historical facts, musical notes and even atomic structure. Education also includes such applications as simulations in several course areas, learning to program, problem solving, elementary word processing and computer literacy. I certainly believe that the



you must establish the position of the computer within your own priorities. If for your home, does computer acquisition come before or after additional attic insulation, a new microwave oven, an extra week of vacation or the security of additional savings? If for your school, does computer acquisition come before or after a new scoreboard, new history textbooks for three classes, a sofa for the faculty workroom or a part-time lunchroom employee? These are not always easy questions to answer.

The importance of realizing the necessity of placing the microcomputer within your overall priorities was dramatized at a recent statewide convention of school-board members. While enjoying the role of exhibitor, I had the opportunity to speak to a very elderly woman who was a school-board member in a relatively remote school district. She was very well informed regarding the possible uses of microcomputers in the classroom and examined the displayed courseware with enthusiasm.

She concluded her very friendly, supportive visit with the remark that microcomputers will never enter her school district. She quite simply explained that her fellow board members had, for the third consecutive year, refused to approve the purchase of colored paper for their kindergarten. She was adamant that students would have free access to colored paper before they had access to computers. Her priorities were very clear.

After you've clarified the particular applications in which you're interested, as well as established the relative priority of your computer purchase, you're ready to address the question of which microcomputer should be purchased. To do this properly, you must stick to the question of "What will this piece of hardware do for me?" rather than "Who manufactured this equipment?" The brand name is far less important than the hardware's function.

You may have heard of the Kurzweil machine, a computer-based device that will read aloud virtually any printed document. Originally developed for the blind, the machine has controls that allow the user to have sentences repeated or difficult words spelled. If you see the machine in action, you have to be impressed. Most of us can only imagine the degree of freedom and independence this device provides to a blind user.

Does it matter who made the computer housed within the Kurzweil machine? Not at all. The machine's function—the ability to read a printed page to the user—is the critical issue. Buyers of the Kurzweil machine are purchasing a function, not a particular brand of computer.

There are several appealing sales considerations that, in my opinion, are repeatedly overemphasized. Foremost of these is the idea that the microcomputer you purchase must provide for considerable expansion in the future. This concept was likely derived from experience with minicomputers and larger mainframes. When acquiring these larger systems, consideration of expansion was important, but with today's microcomputers such considerations are of far less importance. My suggested de-emphasis is based primarily on the rapid increase in the amount of computer technology available for each dollar spent.

Suppose you're well prepared with your list

of all likely applications of your microcomputer for the first 18 months and that you have realistic expectations regarding software availability and price. Your local hardware vendor shows you two microcomputers: brand A which costs \$X, and brand B, which costs \$3X—either of which will meet all of your functional requirements. However, brand B has two or three really nice features missing on A, to say nothing of the ability to add additional disks or memory in the future. Hopefully you won't be tempted. Brand B may be everything it's supposed to be, but you certainly shouldn't pay an additional \$2X for extra features that aren't necessary for the functions you desire.

But what about the future? Won't you satisfy your planned needs for 18 months and then wish you could expand? Quite likely you will. However, I suggest that in 18 months you'll be able to purchase all of the capabilities you then need at a cost that is less than that of adding options to your already outdated machine. Remember that if general consumers can purchase computer technology, that technology is probably already outdated.

How do you know that the computer you select today will continue to make you happy in the future? You can't be positive, but if your list of applications is valid, your computer is not likely to become totally obsolete. While teaching yourself BASIC may be fully accomplished, applications such as providing a computer literacy experience or a problem-solving resource for students will be even more necessary in the future than they are today.

If the hardware you select fully satisfies your well-planned applications today, that hardware will continue to complete all appropriate applications in the future. That newer, flashier hardware will be available is a certainty, but that fact does not diminish your needs for particular applications nor a somewhat older piece of hardware's ability to satisfy those needs. If

your original reasons for selecting a piece of hardware today are valid, they will continue to be valid in the future.

The selection of computer hardware should not be a one-time effort. If your school already has several of brand A or brand C, that fact should be of minor importance as you select additional hardware. Your applications must be uppermost in your mind. Purchasing additional hardware just because it matches that which you or a neighbor already owns is a consideration, but definitely not an overwhelming one.

For example, the most appropriate microcomputer for teaching programming is definitely not the same piece of hardware that is most appropriate for running small-computer-managed instructional systems. Dealing with two or more different pieces of hardware may appear excessively difficult, but only to the novice. Don't allow a salesman to capitalize on your initial naivete and sell you hardware just because someone you know has the same thing.

I hope you didn't expect this article to end with a specific recommendation of a particular piece of hardware. Such a recommendation really isn't defensible without first considering your planned applications. With objectives in hand, you should visit computer dealers, visit computer shows and read ads and reviews in current magazines. If possible, talk to owners of different types of hardware. After other resources are exhausted, you're welcome to one additional personal opinion. If you send me a list of your computer-related objectives, your address and your telephone number, I'll be happy to make some specific recommendations.

*Correspondence concerning this column should be addressed to Walter Koetke, Putnam/Northern Westchester BOCES, Yorktown Heights, NY 10598.*

## BOOK REVIEWS

### **Etudes for Programmers**

Charles Wetherell  
Prentice-Hall, Englewood Cliffs, NJ  
Softcover, 196 pp., \$12.95

My first course in programming used the etude method. Once we had learned enough BASIC for looping, I/O and other essentials, the instructor announced that our grade would depend on a programming project of our choice. The only restriction was that our projects should be challenging enough to keep us busy for the rest of the quarter.

My choice—a Kalah program with recursive

subroutines—taught me more about program structure and programming than any collection of finger-exercises in coding BASIC could have.

If this book had been available back then, my education in programming would have been much faster, and more fun too.

Believing that programming is a skill, and is thus learned through practice, Wetherell seeks to create a set of real problems for apprentice programmers to practice on. He has succeeded admirably.

The problems are challenging, and Wetherell includes complete background material, superb bibliographies and "playing time" estimates. The last four projects are the toughest and most



intriguing; together they form the core of a course in compiler writing.

The other topics range from game programs (Life, Kalah, Mastermind and mazes) to number crunching and text handling (a symbolic algebra package, high-precision arithmetic and automatic text formatting). Two program solutions are given in the back of the book as illustrations of what to work for and what to avoid.

Each etude is introduced with background information that explains the real-world situation surrounding the problem. While not exhaustive, these remarks usually form the bulk of the chapter, and they are often entertaining and informative.

Once you've gotten your bearings, a short section details the program to be written. Following that is a discussion of potential problems (and hints for their solution), along with notes on language choice. Almost every etude has an annotated bibliography that can save you a lot of frustration and wasted time.

The drawback to this book is that it was written mainly for college students with access to a computer center. If you're running Tiny BASIC with 2K of workspace, all of the references to APL, LISP and Pascal might be intimidating.

The recent growth of Tiny C and Pascal is helpful here, and (as the author points out several times) solutions to the problems could be implemented in a variety of languages, including BASIC and assembly language. Some solution programs, in fact, have already appeared in this magazine.

This book makes a good companion volume to Kernighan and Plauger's *Software Tools*, and it is a must reference the next time you strike out on your own. Be the first in your neighborhood to add heuristics to Nuke the Wumpus!

**R. Tyler Sperry**  
Cardiff, CA

## Software Engineering for Micros

T.G. Lewis  
Hayden Book Company, Inc.  
Rochelle Park, NJ, 1979  
Softbound, 156 pp., \$6.95

The microprocessor revolution initiated the precipitous decline in the cost of computer hardware, and thus ensured the rapid proliferation of microcomputers in virtually every facet of modern life. But while the hardware has become less expensive, the price of software has increased. Since the software for a system might cost several thousand times more than the hardware, there must be some orderly method of software development that will produce reliable, understandable and easy to upgrade programs in a minimum amount of time.

*Software Engineering for Micros* shows how to give discipline to the writing and design of software to achieve these goals.

The book begins by illustrating why order should be introduced into the design of software and why software should not be generated without some overall structure or organization-

al plan in mind. Lewis does this by introducing the concept of speedcode, a shorthand method of program writing. The speedcode method helps to define the structure of the program by describing the sequence of program operations in English statements. After the overall structure of the program has been finalized, it can be refined into pseudocode.

Pseudocode is also a series of English-like statements that describe program sequences, but unlike speedcode it goes into far more detail. The pseudocode can be further refined into kludgecode, which is the assembly language for the particular microprocessor. This insistence that the programmer design his program through successive levels of refinement gives the software a strong overall structure. The speedcode and pseudocode steps are independent of the microprocessor type; only the kludgecode, the final step, must be altered when the microprocessor type changes. Thus, the program can be rapidly adapted for another microprocessor.

The book discusses program decomposition, which is a method of writing a large program by breaking it into a number of smaller segments that are easily solvable, and includes a number of easy-to-follow examples.

What I like most about this book is that it is easy to understand. It includes plenty of examples that aid in understanding the general concepts of software engineering. The book was written as an instructional text for students of computer science, but since it is so well-organized and full of step-by-step examples, it is informative reading for the serious hobbyist or hobbyist about to turn professional.

For the serious student of microcomputers, the development of quality software will be a major concern for the next decade and beyond. This book is an excellent way to begin to develop proper software development habits to ensure that the systems you design are reliable.

**George D. Dooley**  
State College, PA

## Basic Computer Programs in Science and Engineering

Jules H. Gilder  
Hayden Book Company, Inc.  
Rochelle Park, NJ  
Softcover, 247 pp., \$8.95

Most microcomputer software is written for business or entertainment purposes. Little good software is available for engineering or scientific applications—software that offers solutions to problems that occur in the real world.

I bought this book to see if it filled a software gap and lived up to my expectations. Surprisingly, it did.

The book consists of 114 programs, mostly related to engineering mathematics, data manipulation and electronic engineering. All of the programs deal with electronic engineering, which is lousy if you're not an electrical engineer but great if you are.

Whenever I buy a book of programs, half of them are usually repeats of common problems or are useless. This is not the case with Gilder's

book. None of these programs could be classified as trivial—they are useful, well thought out time-savers. If I had to write all this software, the time consumed would be considerable.

The types of programs include solutions for simultaneous equations, Simpson's integration, matrix manipulation, linear regression, computer-aided circuit design, active filter design, communications and passive filters.

Each program includes a short discussion of the problem theory and any relevant equations, followed by the program listing and the output. The programs are written in Applesoft II BASIC, and with only minor modification can run on other microcomputers. I got some of the programs to run on my TRS-80 with little trouble.

My only complaints with the book are related to program style. The author gives little or no thought to structuring the programs, and does not list any program variables. Nor does he bother to divulge any algorithms or anything related to program logic. This might not be important if you are only interested in copying the program, but is if you are trying to understand or change it.

My other complaint concerns line numbering in the listings. The author skips around in numbering the program lines, and this makes it difficult if you are using a computer that has the AUTO line-numbering provision.

Overall, I would rate the quality of the programs as very high. The price is also reasonable. \$8.95 works out to about 8 cents per program, which is quite a bargain.

**George D. Dooley**  
State College, PA

## MICRO QUIZ

### Analysis of Algorithms

How many times will statement 30 be executed during each execution of the following program?

```
10 READ A, B, C
20 L = A
30 IF INT(L/A) = L/A THEN GOTO 40
35 L = L + 1; GOTO 30
40 IF INT(L/B) = L/B THEN GOTO 50
45 L = L + 1; GOTO 30
50 IF INT(L/C) = L/C THEN GOTO 60
55 L = L + 1; GOTO 30
60 DATA 12, 18, 24
```

(answer on page 225)

### "Lucky Visitor" Winner

Congratulations to James Ellenburg of Washington, D.C., who is the most recent winner of \$100 worth of software from Instant Software. He was selected from those who attended the Washington, D.C. show. If you would like to be eligible to win a Level II TRS-80, then sign up for the free drawing at the *Kilobaud Microcomputing* booth the next time you attend a major microcomputing show.



# MICRO-SCOPE

## Reader's Digest Buys The Source

Since the early 60s, large corporations have been snatching up companies in the media and communications fields like steaks at a Supermarket Sweeps. In the book-publishing industry, many prominent houses are being absorbed by such megalith monsters as IT&T (Howard W. Sams, Bobbs-Merrill), CBS (Holt, Rinehart and Winston, W. B. Saunders, Fawcett Publications, Popular Library) and Xerox (Ginn & Company, R. R. Bowker Company). Others are grabbing major Hollywood film studios (Paramount Pictures by Gulf & Western, which also, incidentally, owns Simon & Schuster; Universal Pictures by MCA). Large newspaper chains reminiscent of the Blob are rolling across the land sweeping up juicy little franchises faster than media watchers can keep track (Gannett's holdings, for example, have increased in number from about 50 in 1975 to 82 by mid-1980).

Videotext services are no exception. The list of giants jumping into the pool is awesome. H&R Block, the tax people, have bought CompuServe; AT&T and the Knight-Ridder newspaper chain have an electronic news experiment going in Florida; Dow Jones is field-testing in Texas; Warner Cable has its QUBE system in Columbus, OH, and recently launched a similar project in Massachusetts; and CBS has a cable experiment going in St. Louis, and has filed a petition with the Federal Communications Commission asking that television broadcast licenses be permitted to transmit teletext.

Thus, it came as no surprise that the Source Telecomputing Corporation, this country's largest interactive computer information service, recently gave up its independence in favor of the security a larger, more financially stable organization offers. The surprise was who made the purchase: Reader's Digest Association, Inc.

Why did Reader's Digest, that paragon of conservative values ensconced in virtually every middle-American bathroom, make what Source Chairman Jack Taub called "the boldest step into the field by a publisher"?

If one is to believe Taub, as quoted in the *Washington Post*, the reasons behind RD's acquisition are as homey as the magazine. Several RD people, he says, were subscribers to The Source; they liked what they saw, and they convinced their buddies at the office that The Source would be a fun and profitable commodity to own.

This is a curious modus operandi for a modern company of RD's size. But assuming that the story is more truth than folklore, the question still remains: what did these enterprising and insightful RD people see in The Source?

If Reader's Digest has any far-reaching—or short-reaching, for that matter—plans, spokesman Charles Pintchman is keeping them under wraps.

"We entered the market because it is compatible with what we do," says Pintchman. "Electronic information is the future, it is going to be here, it is here, and we're a forward-looking company."

Translated, this means simply that progress is technology and technology is progress, which is more a philosophy than a reason.

In business, pragmatism must be translatable into dollars. Reader's Digest unquestionably sees profit potential in The Source. But beyond this, perhaps they are simply hedging their bets against the day when videotext systems might duplicate the kinds of services *Reader's Digest* magazine and Reader's Digest Condensed Novels now offer.

If Reader's Digest's motives are slightly unclear, The Source's are not. Despite Taub's chirpy assertion in an interview published in *Microcomputing* last month (but conducted before the sale) that "we are well-backed and the future is bright," rumors of The Source's financial woes have been circulating for some time.

"That was a rough period, as you probably know from the grapevine," confirms Source spokesman Eric Gagnon. "But we're now ready to start running a business instead of an experiment."

The Source undoubtedly will draw upon both the parent company's business acumen and financial resources. Several Reader's Digest people will sit on The Source's board of directors to proffer advice and make sure the traffic flows properly.

Just as importantly, Reader's Digest will lend The Source its prestige and influence.

"Reader's Digest will get our foot into the doors of databases that would be inaccessible otherwise," Gagnon says. While he won't mention any databases being lined up for the future, he says that Reader's Digest's purchase will speed up the acquisition of those already in the works, such as an encyclopedia and the *World Almanac and Book of Facts*.

Finally, the question everyone has been waiting for: Will Source subscribers now be able to read "Life in These United States" and "It Pays to Enrich Your Word Power" on their terminals? Not likely, says Gagnon.

"A lot of people have asked whether this means Reader's Digest will be on The Source,"



*The National Boy Scouts of America uses Texas Instruments Silent 700 Model 765 portable bubble memory data terminals to transmit accounting information from the national headquarters to 35 councils across the nation. Also, Explorers in the Irving, TX, area have formed a data-processing explorer post.*



he says. "But we'll continue to do our own thing, continue to provide the services we've been providing."

—E. M.

## RIP CRT Manufacturers

Some 85 percent of today's cathode-ray tube (CRT) manufacturers won't survive the 80s, says a report in the *Monosson View*.

The market will be dominated by a small number of large companies who will mass-produce low-end displays, the report continues.

"We are witnessing a market that is reaching a critical size that makes it attractive to large companies with mass production and large-scale distribution capabilities," says Adolf F. Monosson, chairman of American Computer Group, Inc., in Boston, MA.

The report says a shakeout will occur similar to ones in the automobile, television and calculator industries. When the dust clears, the *Monosson View* says, only 20 of 150 companies will still be in the CRT business.

The report is available from American Computer Group, Inc., PO Box 68, Kenmore Station, Boston, MA 02215 (617-261-1100) for \$65.

## A Typewriter That Listens

A scene in the Peter Sellers movie *Being There* shows an old man lying in bed dictating into a microphone. As he speaks, each word appears on a video screen across the room.

Such technology is not as futuristic as it might have seemed to some viewers. An International Resource Development study says that voice-activated typewriters will be commercially available by 1983, and will be in widespread use by the end of the decade.

The study says that the first commercial versions will recognize about 95 percent of "typical" business English. Someone then types in words the machine failed to understand.

The IBM Displaywriter includes a 50,000 word vocabulary. While homonyms and other quirks of the English language make 100 percent accuracy impossible, the Displaywriter can recognize possible homonyms and highlight them for possible correction.

Other early developers of the VAT are Xerox, Matsushita and Exxon.

What impact will these machines have on the office environment? IRD predicts that more than one million typists and secretaries "will be redeployed—or unemployed." Also, says Celeste Hynes of the IRD research staff, secretaries "will find their jobs enriched and expanded as a result of the new technology."

On the home front, says IRD, speech recognition and voice synthesis will soon be used in home appliances and consumer products, including TV channel tuners and automobile ignition locks.

For further details on the report, entitled "Speech Recognition and Computer Voice Synthesis," contact IRD at 30 High St., Nor-

### 1980

Rapid advances in speech recognition by Threshold Technology, IBM, Xerox/Kurzweil, Matsushita, Perception Technology and others. First announcement of commercial voice-activated typewriter, by Matsushita (for 1983 delivery).

### 1983

IBM starts delivering voice-activated version of Displaywriter product. Xerox announces high-end VAT. Matsushita delivering Japanese VATs.

### 1985

Worldwide VAT shipments reach 25,000. Other U.S. companies, probably including Exxon, active in VAT market.

### 1986

Some Luddite labor problems encountered in European market; probably few problems in U.S. Japanese VAT market grows rapidly.

### 1987

VAT shipments exceed 100,000. Larger volumes lead to significant price drops.

### 1990

Cumulative VAT shipments approach one million. Noticeable impact of VATs in routine of many offices. Value of VAT shipments exceeds value of regular typewriter shipments.

*Voice-activated typewriters will be on the market by 1983.*

walk, CT 06851 (Phone 203-866-6914, Telex 64 3452).

## More from CompuServe

Commodity market information and continually updated stock prices from major exchanges are now being offered by CompuServe.

The commodity market information, from Commodity News Services, Inc., of Kansas City, will include pricing, news and commentary on energy, metals and agricultural commodities.

CNS provides commentary and statistics on futures trading from the exchange floor with updates at ten-minute intervals during the trading day. CNS also offers weather stories, agricultural and economic news of interest to farmers, businessmen and the investing public.

Also to become a daytime offering will be tabulation of each day's trading on the New York and American stock exchanges. Information will be continually updated throughout the trading day and will include weekly lists. Stocks, bonds and options; U.S. Treasury bills, bonds and notes; mutual funds and NASDAQ information could be included. This service is scheduled to start in early 1981.

Both features are part of CompuServe's new daytime access feature. A limited number of daytime subscribers will be able to hook up for \$22.50 an hour. More subscriptions will become available as CompuServe expands.

Its other financial services include Standard and Poor's CompuStat database; Value, a security database; the QUBIT financial database; Acquirmerge, a product of Alcar Associates, for merger and acquisition analysis; and the Value Line data base.

## News from Nexis

A new interactive news retrieval system for businesses is being offered by Mead Data Central, a Mead Corp. subsidiary.

Nexis makes available the full texts of a number of newspapers and magazines, in addition to several wire services. They include the *Washington Post*, *Newsweek*, *U.S. News and World Report*, UPI, AP and Reuters.

The service is used primarily for research. Subscribers can search the computers for information on the basis of a word or combination of words, and the computer will provide a list of stories in which those words appear.

The fee for the service is \$50 a month, plus an hourly charge of from \$1 to \$1.50. Nexis has its own network of leased telephone lines, and also rents terminals.

MDC also provides a legal research service called Lexis.

## Antiques, Anyone?

A computer-based publication service has played a major role in compiling the *Official Sotheby Parke Bernet Price Guide to Antiques and Decorative Arts*.

InfoConversion, a division of Grumman Data Systems Corp. in Woodbury, NY, circumvented conventional editing and book-production methods by compiling the data on magnetic tape and feeding it directly through a typesetter to produce camera-ready copy. The company estimates that the process would have taken eight to ten times longer and cost at least four times as much if done without the computer.

"Up until now it was neither feasible nor economical to produce a popular-priced refer-



ence work of this magnitude," says the book's editor, Charles C. Colt, Jr. "Conventional editing and book-production methods were just too costly and time-consuming."

Colt says it is the first price-reference book of its kind. The book includes prices for over 32,000 fine art pieces and antiques and original decorative objects. Sotheby Parke Bernet is one of the world's leading auctioneers.

InfoConversion has used its service in the past to produce directories, technical and parts manuals, engineering proposals and other publications that require regular updating and republication. This is the first time they have worked on a project of such broad general interest.

## Tenpin Tabulations

AMF, bowling's leading equipment supplier, has developed a scoring and information program called DataMagic. Texas Instruments, whose Omni 800 model 820 keyboard send-receive data terminal provides the hardware, calls it "bowling's most advanced computerized scoring and information system."

"From a bowler's viewpoint, DataMagic saves time and trouble," says Bill Bogard, AMF director of product engineering. "League players used to wait a week for printouts, which are used to keep track of bowling averages, high and low games, team standings, handicaps and scratch averages. With DataMagic and the 820 KSR, bowlers can have scoring printouts within minutes."

When a bowler completes a game, the MagicScore unit transmits the information from the bowling lane to the DataMagic data base in the manager's office. The scoring data is then easily retrievable by keying in a request on the 820 KSR, and the bowling center owner or a league secretary can receive a scoring printout. The 820 KSR Data Terminal can provide up to five legible copies simultaneously at 150 characters-per-second (cps) printing speed.

But DataMagic wouldn't exist if it were concerned only with the happiness and comfort of the bowlers. Extra dollars await the entrepreneurial bowling alley manager.

"Most significantly, DataMagic can be used as a marketing tool to increase business," Bogard says. "One important marketing function DataMagic performs with the assistance of the 820 KSR is recording demographic information about bowlers."

The manager can use the information to compile special mass mailing lists.

"The DataMagic system helps bowling center owners boost profits," Bogard says. "The automatic scoring system brings in more open or nonleague players. And, of course, each new bowler attracted to the center for open play means a potential league bowler."

## Computer Likes Miss Kansas, But Judges Go Okie

Beauty and the computer?  
George Miller, a professor at Northern Illi-

nois University, used his computer last year to create a model of the quintessential Miss America pageant winner, matched the model with all of 1979's contestants, and made a prediction—Miss Mississippi. Much to everyone's surprise, Miller was right.

The 1980 pageant found Miller going for two in a row. But alas, while he predicted that Miss Kansas would win, the crown and scepter were passed on to Miss Oklahoma. Miss Kansas didn't even finish in the top ten.

## Familiar Tunes

Can consumers adjust to using their televisions for new purposes?

A recent report on video disks indicates that people like the familiar—nonparticipatory entertainment programs. Interactive programs rate a poor second.

The study, conducted by Venture Development Corp. in Wellesley, MA, shows that while almost two-thirds of those surveyed expressed a strong interest in recent movies and over half in movie classics, do-it-yourself programs received only 15.9 percent and sports lessons 8.3 percent.

Significantly, people showed a strong prefer-

ence for programs that are familiar TV fare.

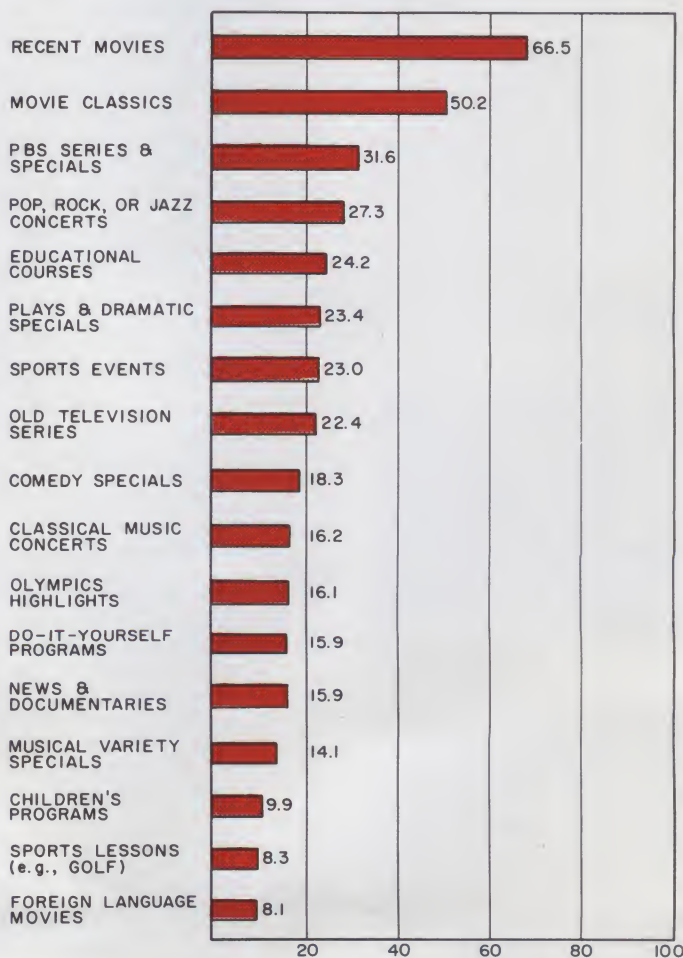
How does this apply to computers? Simply that it will be a while before consumers begin to explore nontraditional uses for their televisions, including videotext services. TV has provided passive entertainment for so long that people will have to "see" TV in a different light before they're comfortable interacting with it.

For more information on the Venture report, contact Raymond L. Boggs, consultant, One Washington St., Wellesley, MA 02181 (617-237-5080).

## Quote of the Month

"I feel quite simply that technology is a tool, and is as good as people make it. Artists have always taken advantage of technology. Bronze-casting, for example, or the invention of oil paint in the Renaissance were technological advances that opened up incredible vistas for artists. Not in and of themselves, just as computer graphics work is not in and of itself a real artistic use of the computer. I'm interested in transcending graphics, using the computer as a tool to find ideas, not just depict them."

—Sculptor Jesse Kalfel of Belmont, MA, quoted in the *Boston Globe*



Source: Ventura Development Corp.

Video disk users prefer familiar programs, a recent study says.



# NEW PRODUCTS

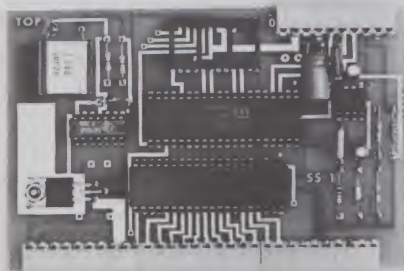
## 6800/6809 Sound Synthesizer Board

The SS-1 is a programmable sound synthesizer board for the SWTP S50 bus 6800 and 6809 computers. It consists of an assembled and tested S30 slot printed-circuit board and driving software, which enables the 16 internal registers of the sound synthesizer chip (the AY-3-8910) to be programmed from either the driving assembly language or BASIC language program.

You can produce a variety of sound effects and music from a combination of three independent sound channels, which can produce a tone and white noise. The amplitude of these three channels may be controlled independently, and an envelope shaper may be used to add attack and decay to the output waveform. Two bidirectional eight-bit ports are also provided onboard to connect keyboards or game paddles to the host computer. The board may be connected to an external power amplifier, or the onboard amplifier may be used by simply connecting an external loudspeaker.

Software is provided to generate sound effects and enables registers of the sound chip to be read or written to. An interface program to enable sound effects to be generated from BASIC is also provided, together with some sample BASIC language programs. Price is about \$120.

Sirius Cybernetics, 7 Euston Place, Leamington Spa, Warwickshire, England CV32 4LN. Reader Service number 482.



Sirius Cybernetics' SS-1 sound synthesizer board for the 6800/6809.

## Microprocessor-Controlled Synthesizer

The Aries synthesizer system features microprocessor-controlled programmability and is designed to be configured in a variety of ways to match the capabilities of other popular pro-



Aries synthesizer from Rivera Music Services.

grammable synthesizers. It features unique signal routing and gain control.

This modular synthesizer is completely controlled by internal firmware and requires no additional software programming to operate. However, the systems data memory is accessible as a peripheral via any of the standard computer buses. This allows you to externally display and process the signals controlling the synthesizer.

Rivera Music Services, 48 Brighton Ave., Allston, MA 02134. Reader Service number 499.

## Apple Nine-Voice Music Synthesizer

The AM-II consists of software and a printed-circuit board that plugs into an Apple II and turns it into a simple-to-use nine-voice music synthesizer. The AM-II allows users to compose music with two game paddles (instead of keyboard commands), along with a graphic display of notes and the music staff. Users can select notes on the staff (from a six octave range) and duration and many other characteristics from a menu at the bottom of the screen. During playback of the music, the music is shown on an animated, 16-color display. It allows the nine voices in stereo. Software is available in cassette or disk versions. Price is \$198.

Peripherals Plus, 119 Maple Ave., Morristown, NJ 07960. Reader Service number 486.

## ASCII-Encoded Keyboard Kit

The JE610 ASCII-encoded keyboard kit, which can be interfaced into almost any computer system, comes complete with a 62-key

keyboard switch assembly, integrated circuits, sockets, connector, electronic components and a double-sided printed-circuit board. Easy-to-follow wiring instructions and circuit diagrams are also included. The keyboard switches are SPST mechanical action, and 60 keys generate the full 128 characters, upper and lowercase, of the ASCII set. Two user-defined keys are provided for custom applications. This unit is fully buffered, and there is a caps lock for uppercase alpha characters.

The heart of the system is a 40-pin ROM (AY5-2376) with outputs directly compatible with TTL/DTL or MOS logic arrays. The keyboard assembly requires +5 V dc at 150 mA and -12 V dc at 10 mA for operation. Interfacing is accomplished by a 16-pin DIP or an 18-pin edge card connector. Price is \$79.95 (kit); the enclosure is available separately for \$49.95.

Jameco Electronics, 1355 Shoreway Rd., Belmont, CA 94002. Reader Service number 483.



Jameco's ASCII keyboard.

## 6800 Single-Board Computer System

The Model SBC-02 computer is a minimal four-chip system on a 6 x 6 inch printed-circuit board, which features a 6802 processor with 128 bytes of RAM, 2K of EPROM and parallel or serial I/O. A wire-wrap area is provided for custom interfacing or other expansion. Applications for the SBC-02 include system development, limited-run production and school or company training programs. Prices are \$25 for a bare board with instructions, \$75 for a parallel I/O kit and \$150 when wired and tested. Optionally, a machine-level monitor called HUMBUB can be installed to provide program entry and control, single-stepping, breakpoints and other front-panel functions from a serial terminal. HUMBUB runs on the four-chip system and is supplied separately in 2716 EPROM for \$40 (included at no charge in the kit and wired versions). Additional support includes tutorial literature, 4K floating-point BASIC in ROM, a





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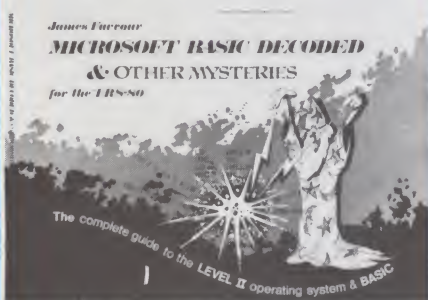
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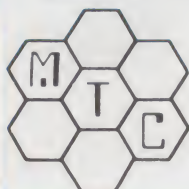
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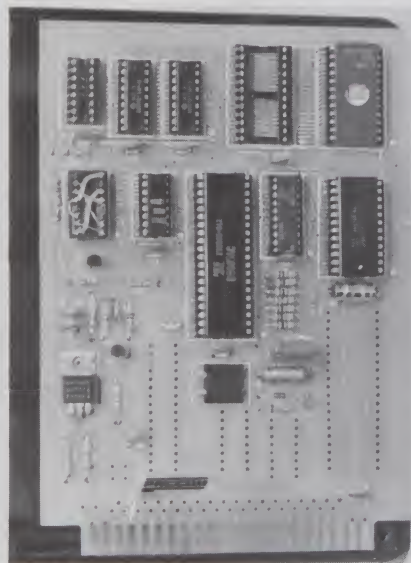


cross-assembler for 6802 program development and HUMBUG ROMs for other 6800 systems.

Star-Kits, PO Box 209, Mt. Kisco, NY 10549. Reader Service number 484.

### 8085AAC Controller

Pacom, 14905 N.E. 40th St., Redmond, WA 98052, has recently introduced the 8085AAC controller. It includes a CPU card with 1K RAM, 1K PROM and 1K EPROM memory, programmable I/O, 44-pin edge connector that allows configuration to any bus structure and a 20 mA asynchronous port. The CPU card provides area for custom wire-wrap design or user-defined interface circuitry. Price is \$179.95 (assembled), \$149.95 (kit). Reader Service number 481.



*Pacom's 8085AAC controller.*

### TRS-80 Printer/Memory Expansion Module

The MT-32 is a new printer/memory expansion module for the TRS-80. The unit can add 16K or 32K of dynamic RAM to your basic 16K machine without a full-blown expansion interface. The module also contains circuitry to drive the MT-80P dot-matrix printer or any other Centronics-compatible printer.

The 3×7×16.5 inch module sits under the CRT and is available with no RAM (\$99.50), 16K RAM (\$159.50) or 32K RAM (\$199.50).

Microtek, Inc., 9514 Chesapeake Drive, San Diego, CA 92123. Reader Service number 480.

### Eight-Inch Disk Drive

The MS-800 is a new eight-inch disk drive compatible with TRS-80 Models I and II, Apple II and S-100 systems. The MS-800 has a ca-



*Matchless Systems' MS-800 disk drive.*

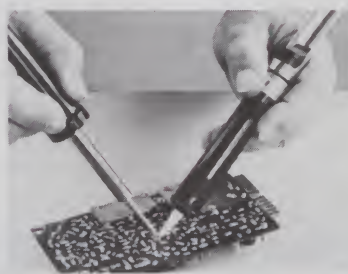
capacity of 77 tracks, 26 sectors per track, 128 bytes per sector—for a total of 256,256 bytes. It features a data transfer rate of 256,000 bits per second and also has a track-to-track access time of 10ms. The drives are powered independently of the systems, and each drive is completely assembled and tested. The price range of \$995–\$1595 includes all hardware (such as controller and CP/M, depending on system configuration), software and documentation.

Matchless Systems, 18444 South Broadway, Gardena, CA 90248. Reader Service number 475.

### Desolder Pump

The DSP-1 desolder pump features all-metal construction with precision components and compact size for easy one-hand operation. Suction is precisely regulated for efficient solder removal without damage to delicate circuitry. Self-cleaning on each stroke, the DSP-1 is quickly disassembled without special tools for maintenance or repairs. The Teflon tip can be easily replaced. Price is \$9.95.

OK Machine and Tool Corporation, 3455 Conner St., Bronx, NY 10475. Reader Service number 474.



*OK Machine's DSP desolder pump.*

### Interactive Video Interface

The CAVI (computer-assisted video interface) Model 400 is a single board video tape controller for Apple II microcomputers. The system hardware/software permits precise video tape positioning by counting pulses from the control track of the tape. The interface contains a video/audio switcher to allow alternate display of computer-generated or taped video

on a single monitor. The system will control industrial-type VHS, Beta and ¾-inch video recorder/players. No modifications to the computer or recorder are required.

BASIC software is included on disk to allow you to search to the beginning of a video scene and play until the end of that scene. Starting and ending frame numbers of each scene may be saved to the disk for future reference. An advanced computer-assisted instruction (CAI) software system is available on a separate disk. The Instructor allows you to create and modify CAI lessons and video tape logs. The Model 400 is \$495; the Instructor lesson authoring software is \$295.

BCD Associates, Inc., 1216 N. Blackwelder Ave., Oklahoma City, OK 73106. Reader Service number 476.



*BCD's video interface package.*

### Exorciser-Compatible 64K–256K Memory Board

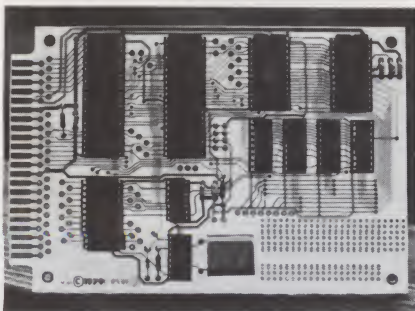
The Pachyderm is a dynamic RAM memory board for the Exorciser bus which packs from 64K to 256K bytes, plus parity, on a single 9.75×6 inch card. Other features include 5 V battery backup, memory mapping and write protect in 2K increments, custom memory mapping using a PAL (programmable array logic) and refresh during non-RAM cycles. Because of this refresh approach, time-critical I/O operations will not be interrupted by refresh requests. Price is \$975 for 64K×9, and \$500 for each additional 64K×9.

Novex, Inc., PO Box 3006, Gaithersburg, MD 20760. Reader Service number 478.

### M-80 Single-Board Microcomputer

The M-80 is a single-board microcomputer that has a Z-80 CPU, sockets for 2K/4K of PROM, 2.1K of RAM, 16 flexible I/O lines and a system clock. The board also provides a breadboard area and 12 decoded address strobes for easy customizing. The 4.5×6.5 inch board was designed for test equipment, smart peripheral controllers and dedicated control and processing applications. The board may be





*Miller Tech's single-board microcomputer.*

mounted in a card cage or by standoffs.

Two software packages that use serial I/O for communications are currently available. A powerful monitor contained in a single ROM enables you to dump or enter data into memory, set breakpoints, control I/O lines or download programs from another computer. An integer BASIC provides 30 functions and commands and permits calling machine-language routines. Prices are \$28.50 for the bare board, \$69 for a kit and \$185 for a fully assembled and tested board.

Miller Technology, 16930 Sheldon Rd., Los Gatos, CA 95030. Reader Service number 485.

### 1800 High-Speed Matrix Printer

The CDP18S050 is a high-speed dot-matrix line printer that features 340 cps bidirectional print speed, Centronics-type parallel interface

and built-in self-test and diagnostics display. Compatible with all RCA COSMAC development system models, this printer can also be used with any system having a Centronics-type parallel interface. It offers throughput speeds of 200 lines per minute at 72 characters per line or 300 lpm at 40 cpl. The printer character font is a 7×7 dot matrix and includes a set of 96 ASCII plus 32 commonly used international characters.

The CDP18S050 features a long-life printer head designed to print 3×10<sup>8</sup> characters, or approximately one year of normal operation, and is designed for easy replacement. The built-in diagnostics display allows you to immediately determine the nature of the problems as they occur. Price is \$2995, available at 115 volts, 60 Hz, or 220 volts, 50 Hz.

RCA Solid State Division, Box 3200, Somerville, NJ 08876. Reader Service number 477.

### Port Switching Device

A transfer switching device from Inmac (Dept. 1025, 2465 Augustine Drive, Santa Clara, CA 95051) facilitates easy port switching between CPUs, modems and terminals, and includes a free null modem for circuit compatibility. The T-Switch permits you to switch to 24-signal lines without switching all cables. An all-purpose asynchronous null modem—generally not present in terminal and CPU cabling—is included free with each T-Switch and ensures compatibility between communicating devices.

The T-Switch has three A-800 series 25-pin



*RCA's CDP18S050 dot-matrix printer.*



*Inmac's T-Switch.*

female connectors. Pin one, common to all connectors, is used as system ground and is not switched. The other 24 pins permit the transfer of 24 digital data lines between devices. Price is \$175. Reader Service number 479.

*Edited by Dennis Brisson*

## NEW SOFTWARE

### TRS-80 Telecommunications Program

SMART80C is the first cassette-based smart terminal software for the TRS-80. It permits the transfer of BASIC programs between the host computer and the cassette storage device and also permits the transfer of source code files. SMART80C recognizes the automatic buffer open/close codes transmitted by another SMART80C series program. Program downloading from Forum-80 bulletin boards is also accomplished automatically.

Additional features include software selection of half- and full-duplex, plus the ability to transfer text or messages created by either The Electric Pencil or Scripsit. The program will also automatically send messages to bulletin boards using the standardized block or 16-line

message format. It is designed for use with the Microconnection modem.

The MicroPeripheral Corp., Box 529, Mercer Island, WA 98040. Reader Service number 498.

### North Star Business Software

Integrated business application software packages have recently become available for use with the North Star Horizon computer system.

General Ledger is a complete program that allows you to maintain general-ledger accounts based on inputs such as checks, bank deposits and journal entries. It features Financial Reporting, which allows users to define dollar precision, use multiple columns, define sub- and grand-totaling and carry totals forward to

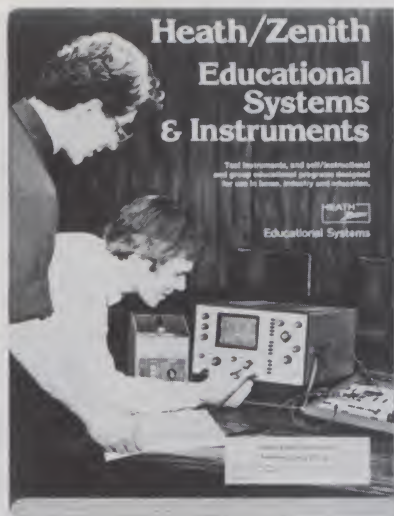
other statements. With Accounts Receivable, you can establish and maintain up to 1500 customer accounts. You can retain credit limits, year-to-date sales, last year's sales and date and amount of last invoice and payment. Accounts Payable establishes and maintains up to 1500 vendor accounts and includes flexible controls for printing checks, remittance notices and reports. Each package can stand alone or be used in combination with other packages.

North Star Computers, 1440 Fourth St., Berkeley, CA 94710. Reader Service number 491.

### Phonetic Speech Synthesis

Speak Up Software provides phonetically synthesized speech for LPC (linear predictive coding) systems. You can create custom speech





Heath's educational programs and test instruments catalog.

with Speak Up Software by using the TI Speak and Spell, the SP-1 interface from East Coast Micro Products for the 6502 microprocessor or the Speak-2-Me-2 from Percom Data Company for the TRS-80.

It utilizes phonetic synthesis to allow you to generate words in the English language, as well as foreign languages. The system can be used for educational and home applications, as well as for game responses. Price is under \$170.

Speak Up Software, 6710 Forest Bend St., San Antonio, TX 78240. Reader Service number 488.

### Cassette Pascal for the Apple II

Dynasoft Pascal is a cassette-based program development system available for the Apple II computer. This compact p-code implementation for a Pascal subset is intended for cassette-based microcomputer systems that cannot support full-scale implementations such as UCSD Pascal.

The package includes a compiler, interpreter and a line-oriented editor, occupies approximately 8K bytes and will run on a 16K Apple II or Apple II Plus. Full support is provided for both low- and high-resolution graphics. Price is \$50.

Dynasoft Systems Ltd., PO Box 51, Windsor Junction, Nova Scotia, Canada B0N 2V0. Reader Service number 487.

### Free Heath Catalog

A free, full-color, 40-page catalog describing educational programs and test instruments for schools, industry, government and self-instruction has recently been published by Heath Company, Dept. 350-370, Benton Harbor, MI 49022. This 1980 edition details course information on 17 complete self-instruction and group instruction college-level programs in electronics, microprocessors, automotive and

computer programming. Information on experimental trainers for laboratory sessions is also supplied. It also features product descriptions and specifications on more than 40 available test instruments, including oscilloscopes, power supplies, chart recorders, signal generators and TV service instruments. Reader Service number 473.

### TRS-80 Debugging Program

Boss 2.1 is designed to aid in creating and debugging BASIC programs. This utility allows you to trace the program flow, single-step the BASIC program, observe the conditions of variables during program execution and push your BASIC program on the stack or pop it off during program development. It operates with the following disk operating systems—TRSDOS 2.3, NEWDOS 2.1, UTOS 3.0 and NEWDOS/80.

This program for the 16K TRS-80 will operate with either Level II BASIC or Disk BASIC. It will automatically relocate itself to the top of memory for larger machines and will load below any other machine-language programs that you have in memory. Price is \$29.95.

Soft Sector Marketing, Inc., PO Box 2471, Livonia, MI 48150. Reader Service 497.

### TRS-80 Payroll System

PR is an advanced payroll system for the TRS-80 Model II. It requires TRSDOS 1.2, a 132-column printer, a dual disk system and 64K memory. It calculates payroll for every type employee while maintaining monthly, quarterly and yearly totals for reporting purposes in multiple states. Tax tables are maintained by the users via on-line commands with no programming required. It also integrates with GL, a general-ledger system. The \$129 price includes a reference manual, an installation guide, 12 programs and sample data files on an eight-inch diskette.

Micro Architect, Inc., 96 Dothan St., Arlington, MA 02174. Reader Service number 490.

### CP/M 2.2 for the OSI C3

Lifeboat Associates, 1651 Third Avenue, New York, NY 10028, announces the release of CP/M2 for Ohio Scientific C3 computers. CP/M version 2.2 is compatible with the original OSI CP/M disk format, and all software and data on current OSI CP/M disks can be retained. The system operates only with the Z-80 processor, which results in significantly faster disk access.

CP/M2 automatically compensates for 2 or 4 MHz CPU operation and is configured for the older, slow-stepping disk drives or the newer, fast-stepping disk drives. The system also includes a fast CP/M disk-to-disk copy routine, a thorough memory test program for the Z-80 and I/O drivers for all common OSI peripheral devices. Price is \$200. Reader Service number 489.

### Disk Cataloging Program For PET/CBM

Now you can easily catalog as many as 140 diskettes with Disk Master, a cataloging program for the Commodore PET/CBM with a 2040 disk. The program automatically reads the directory blocks of any disk being cataloged, so no typing is involved. Each individual disk directory is stored as a condensed data file on the master directory diskette for easy recall. A cross-reference file allows specifying disks by either the disk ID or the disk name. All data obtainable via the program can be displayed or printed.

Baker Enterprises, 15 Windsor Drive, Atco, NJ 08004. Reader Service number 492.

### NEWDOS/80

NEWDOS/80 is an improved disk operating system that extends NEWDOS 2.1's capabilities for the TRS-80. It features new BASIC commands that support files with variable record lengths up to 4095 bytes long, mix or match drives, a security boot-up for BASIC or machine-code application programs and new editing commands that allow program lines to be deleted from one location and moved to another or allow the duplication of a program line with the deletion of the original. The program is supplied on diskette for \$149.

Apparat, Inc., 4401 S. Tamarac Parkway, Denver, CO 80237. Reader Service number 496.

### PET/TRS-80 Education Software

Education Pack is designed for high school math and science courses to aid teachers and students in testing three subject areas: algebra (quadratic equations), geometry (areas/volumes) and chemistry (Gay-Lussac gas law). The user may select an answer accuracy level for testing between .01 and 5 percent error. The program is available for the PET or TRS-80. Price is \$15.

Harry H. Briley, PO Box 2913, Livermore, CA 94550. Reader Service number 495.



High school test questions for PET and TRS-80. (Photo by Rodger Johnson.)



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# LETTERS TO THE EDITOR

## Editorial Call to Arms

As an Apple owner by avocation and micro-computer researcher by vocation, I found your editorials filling a void in the pages of the microcomputing establishment by encompassing a very real, if not altogether frightening, picture of the erosion of the dominance in the world market of the American industrial community at large and the microcomputing community specifically. Even though the American manufacturers will become more competitive due to such entrants as Hewlett-Packard and IBM, the industrial atmospheres in such countries as Japan will show ours to be nothing but a smog bank. As you so aptly stated, the Japanese have proven themselves to be intelligent, hard working and very clever. These attributes, coupled with a sophisticated marriage between government and industry, form an enviable environment.

Japan is not the only one, as other countries are taking a stab at it too. Two engineers I work with recently purchased the Sinclair ZX-80 and were both totally impressed with not only the attractive packaging ( $6\frac{1}{2} \times 8\frac{1}{2} \times 1\frac{1}{2}$  inches @ 12 oz.), cost (\$203, including tax and shipping) and written support (a 128-page guide to computing and an offer of schematics upon request), but also with the extreme power of the unit.

As I read your editorials, a fighting spirit encompassed me and forced my hand to thank you for "holding up your end of the system." If only American industry would do the same.

**John H. Crichton**  
New Vernon, NJ

Your October editorial in *Kilobaud Microcomputing* is going to be remembered as Paul Revere's cry two centuries ago. But it is not going to be heard by the moguls at Detroit. They knew, you knew, I knew, everybody knew what was going to happen, but they were still unprepared, and were caught open-mouthed. The Japanese are coming quicker and better prepared to take over the electronic industry in the field of computers, and no one will do anything.

Many of us also agree 100 percent with you about manufacturers making computers for games. What a silly way of doing things! Thanks for yelling and hollering. Unfortunately, nobody seems to care.

**F.S. Loazia**  
St. Petersburg, FL

Your Publisher's Remarks in the October issue are right on target. I'm a frustrated businessman/consultant/investor with experience in small-to-fairly-large businesses,

banking, insurance and rental property management. I don't wish to become a programmer, although circumstances are forcing me to become one in self defense. It's a most frustrating experience, not very rewarding and a great waste of my time.

As I have encountered the subject of computing over the past 25-30 years, I've experienced nothing much but frustrations. Most of the hardware is over-sold, and the software is overblown! For example, I thought my TI 99/4 would be an interesting and versatile system for use at home and a learning experience for me and the others in the household. It turned out to be another example of high-priced junk, so far as I'm concerned. It now resides at the children's school, where it can serve a useful purpose in introducing the students and faculty to small computers.

I have since acquired an Apple II Plus and am much happier, but still somewhat disappointed in the amount of programming or tinkering with programs I have to do. I'm quite willing to pay for off-the-shelf programs to run on my Apple *without* my having to modify them. Seems to me, though, that so far what I've seen does require some modification to make it run well.

**Evans Harrell**  
Marietta, GA

## Sorcery Repetition

As a Sorcerer owner, I was most interested in Ernest E. Bergmann's smart terminal program in the July issue ("Use Your Exidy as a Smart Terminal," p. 142). It was quite well done, and with a few more "hooks" in the code it should interface to both the BASIC and Word Processor Paces.

There is, however, one part of the code that may cause problems in certain situations. In copying the keyboard input routine, Mr. Bergmann included the instructions that loop until the key being pressed is released. This causes any incoming messages to be ignored while the key is held down. To remedy this, replace the lines 142 through 146 with:

```
NOP
EX (SP),HL ;
EX (SP),HL ;THIS NOP AND SIX SWAPS
EX (SP),HL ;GIVES ENOUGH DELAY SO
EX (SP),HL ;KEYBOUNCE WON'T BE A
EX (SP),HL ;PROBLEM
EX (SP),HL ;
```

Not only will this change help fix the problem, but it also gives the Sorcerer key-repeat! Note that altering the value loaded into HL in line 72 will alter the rate of repeat.

If any other Sorcerer owners are interested, I

publish a newsletter called "TSUNAMI," which is free for the asking (SASE requested).

**Joseph R Power**  
124 Cedar St. #5  
E. Lansing, MI 48823

It is indeed true that if you are typing while there is incoming material, some of the incoming material might be lost. The fix that I suggest is inserting a CALL INPIFR in the area specified; you also might consider a similar insertion for the REPET loop.

**Ernest E. Bergmann**  
Bethlehem, PA

## Bigger Is Better

In "CP/M Is for Me" (August 1980), Ken Barbier inadvertently brings up a point that I tried to make in my Discus I article in *Kilobaud Microcomputing* for November 1979: the vast advantage of the eight-inch floppy over the five-inch version. After all of his deleting and packing, Ken has 46K on the disk to play with. Now, that sounds like a lot, but if he were writing assembly-language programs, which he says is his major computer activity, 46K wouldn't go very far. Even a medium-sized program would eat that up quickly.

At first glance, the 240K capacity of the eight-inch floppy would seem to give it a 3 to 1 advantage over the five-inch disk. However, if you take into account the disk space available after storing the programs that Ken considers essential (32K), the eight-inch disk has 208K available for storage (240 minus 32), and the five-inch disk has 46K (78 minus 32), which gives the larger disk a 4.5 to 1 edge. Add to this the greater seek speed of the eight-inch disk drive and the relatively modest increase in cost over its smaller brother, and you can see why I advocate the eight-inch floppy for serious computerists. I am not claiming that the eight-inch disk is best for everyone, but just wanted to emphasize this point for potential disk purchasers to consider.

**Rod Hallen**  
State Dept.—Accra  
Washington, D.C.

Rod Hallen is, of course, correct in stating that eight-inch floppies are much more cost effective than the mini-floppies. My article was aimed at making life with a single mini-floppy drive more comfortable. If a user is going to be cramped by 50 to 60K of workspace, he will not be comfortable with a single mini-floppy drive at single density.

Since I regularly use both sizes of floppies—eight-inch at work and 5-1/4 inch at



home—I find it significant that I feel more comfortable working with the mini-floppies. They don't hold as much data, so you don't lose as much in case of disaster. The price you pay is the need for more frequent backup, which isn't a bad idea in either case. The mini-floppies are easier to handle, less prone to damage and file away in a 5 x 8 inch card file box. Perhaps the optimum size is a 5-1/4 inch double density.

**Ken Barbier**  
Borrego Springs, CA

## Breakpoint Modifications

Glenn Foster's breakpoint program for the North Star Monitor (*Microcomputing*, February 1980) fills a great need. The North Star Monitor software offers a handy set of utilities, but its omission of a breakpoint left a large gap. When a program in assembly or machine language does not run properly, a breakpoint is often required to locate the trouble. Foster's subroutine can serve North Star users admirably.

However, I needed to make some adjustments to Foster's work to fit it to my version 5.0 North Star Monitor software (see Table 1).

Finally, lines 062 and 064 of Foster's listing need to be swapped. As shown (p. 129), the FLPREG routine to reverse the hi-lo bytes of the registers does not, in fact, reverse them at all, but instead leaves them just as it finds them. Swap those two lines, and then the registers will flip properly. By the same token, line 077, at address 56FC, should read "56 FO" instead of "FO 56." The first call to FLPREG at line 025 will invert these for further operations.

**Raoul Naroll**  
Dept. of Anthropology  
State University of New York at Buffalo  
Buffalo, NY

I was very pleased to see that my breakpoint subroutine has been adapted to North Star's release 5.0. Since I use my Horizon primarily for program development in assembler, the breakpoint, along with an editor and assembler, is probably the most executed program on the system.

I am frankly not surprised to find that the internal addresses changed for release 5.0. This would result from the slightest modification by North Star. Ordinarily, prudent programming practices would preclude writing a routine with the dependencies found here, but for reasons discussed in the article (most importantly conservation of memory), it seemed appropriate here.

**Glenn Foster**  
Union Lake, MI

## MUG Request

The Micropolis Users Group (MUG) is an association whose desire is maximizing the use of the Micropolis-supplied software. As part of this endeavor, we are compiling a directory of

all software that runs on MDOS or Micropolis BASIC without requiring a second operating system. I would appreciate suppliers of such software informing me of their products.

**Micropolis Users Group**  
c/o Buzz Rudow  
604 Springwood Circle  
Huntsville, AL 35803

## A Better Printer

The parallel interface described in Rod Hallen's article in the January 1980 *Microcomputing* ("TRS-80 Printer Interfaces: Serial and Parallel Designs") contained a small problem. The 74100 was enabled directly by the CPU. At the same time, the data strobe was generated by the 74123. Therefore, the data strobe was longer than the data enable. My Centronics 306 printer needed a longer data strobe, and the enable at pins 12 and 23 of the 74100 had to be longer than the data strobe.

I finally settled on using a .001 uF (1000 pF) capacitor between pins 14 and 15 of IC6. This generated a data strobe of about 7 us. As for the data enable for IC5, I used the other half of

IC6 with 20k and a .0047 uF capacitor to create DE, which is about 35 us in length.

With these changes, the printer works fine. Also, my printer's technical manual shows the following pin assignments and indicates that they are standard:

Data Strobe	1
Data 1	2
Data 2	3
Data 3	4
Data 4	5
Data 5	6
Data 6	7
Data 7	8
Data 8	9
Busy	11
Paper out	12
Unit select	13
+5 volts	18 (I used this to power the interface)
Fault	32
+/-0 V sig. gnd.	14 and 16

The manual also shows the various return paths, and these pins should be tied to signal ground—19 through 29. A new schematic is shown in Fig. 1.

**Eric Keener**  
Broomfield, CO

The interface in my article worked perfectly with an RS-232 printer. I presented the parallel

(continued on page 222)

Line no. (p. 129)	Item	Address	Version 5.0 Address
003	Command table patch	593A	595E
009; 013	Address fetch subroutine	5D3E	595D
011	Monitor error routine	5D58	583C
054	Monitor's internal stack	5EF8	
056	Return to monitor (Change optional here)	5700	571C

Table 1.

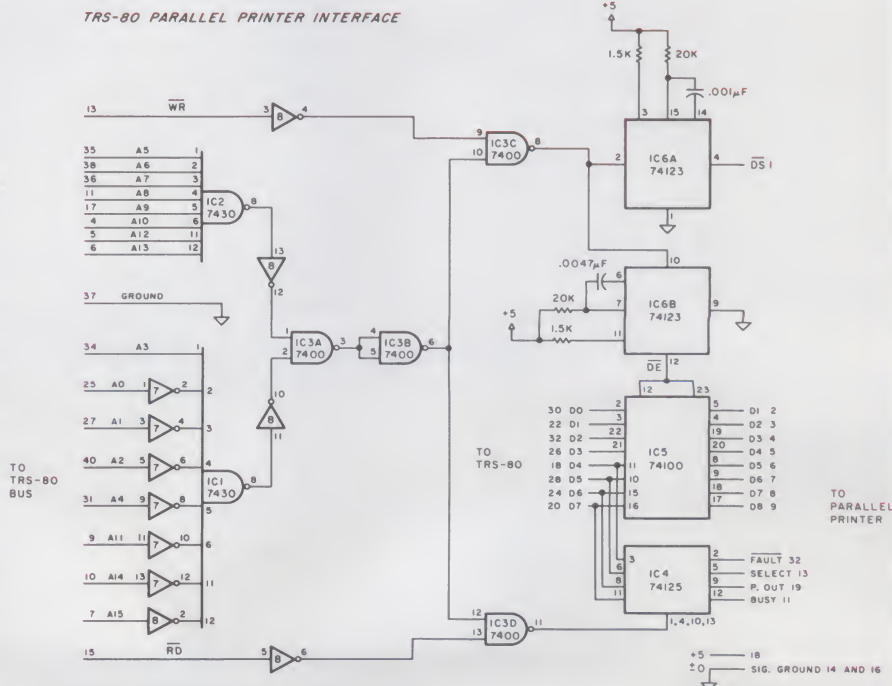


Fig. 1.



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In this issue, we will take a look at some of the latest unusual and exciting developments in the field of electronic sound. Once the sole province of university professors, electronic music is now an area where microcomputer users are becoming enthusiastically involved.

Apple users will have an opportunity to explore a new programmable sound generator made by General Instrument. They will be able to build Robert Urschel's sophisticated interface and create music and sound effects with this software driver . . . and listen to a little of "The Maple Leaf Rag."

North Star users will have two chances to create electronic sound, using the GI device with hardware devised by Steve Leibson, and also by putting a new Texas Instruments integrated circuit to work. In "Computer Music the Easy Way," Steve Marum gives us a detailed look at the capabilities of the latest TI sound chip, and makes it play J. S. Bach.

Single-board computers have the elegance and simplicity demanded by music programs, and D. Kupke treats Superboard owners to computer sound with a mere dollar's worth of parts. The KIM, the first micro to play music, is now the first micro to display it as fast as you can play it, using Peter Bendix's Music Transcriber.

Owners of both a synthesizer and a TRS-80 can avail themselves of their combined power with a computer-to-synthesizer interface—playing more J. S. Bach. And those of you without a synthesizer need only build a modular voltage-controlled unit, in this pair of construction articles by Dennis Bathory Kitsz.

There's Terry L. Mayhugh's look at connecting the Vortrax speech synthesizer to the SWTP 6800 computer, a short history of electronic music, and a rollicking look at the secret life of a harried modern composer.

So take a look at exactly what the microcomputer user is doing, making that weird music so late at night.

### MUSIC

- 27 A Short History of Computer Music *Dennis Bathory Kitsz*
- 28 Discography
- 29 Electronic Music *David Gunn*
- 30 Music Glossary
- 32 Build a TRS-80-to-Synthesizer Interface *Dennis Bathory Kitsz*
- 43 Music Transcriber *Peter Bendix*
- 66 A Simple Voltage-Controlled Synthesizer *Dennis Bathory Kitsz*
- 72 Computer Music the Easy Way *Steve Marum*

### SOUND

- 120 Speech Synthesis for the 6800 *Terry L. Mayhugh*
- 124 Ackerman Digital Systems Noisemaker *Steve Leibson*
- 130 Super Sound with Your Superboard II *D. Kupke*
- 134 The GI Programmable Sound Generator *Robert Urschel*





# A Short History of Computer Music

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*With advances in this field occurring every day,  
it appears that computer music is here to stay.*

---

Dennis Bathory Kitz  
Roxbury, VT 05669

Nearly 20 years ago, digital computers first became available to a selected few composers, artists and university instructors. Bell Laboratories and IBM participated in early experiments simulating musical instruments and the human voice. In Paris, the Centre Pompidou was compiling a vast library of recorded, analyzed and cataloged sounds, prepared over many years, and made available to composers and acousticians. Nonesuch Records sought out and commissioned composers to create new works in the electronic medium.

Common features link these elements, the most obvious of which is the electronic nature of the explorations. Another is their unique lack of popularity and public acclaim. The computer experiments, when acknowledged at all, were usually viewed with wry smiles and a bemused exchange of glances over these curious intellectuals gathered together to create bleeps, bloops and some strained versions of computers "singing" short tunes.

Attitudes haven't changed much. Parisians still see the Paris library as one more obvious manifestation of the bureaucratic and cultural mistake most of them consider the entire Centre to be, with its external, gaudily colored heating pipes and glass-enclosed escalators. Nonesuch Records was acquired by a conglomerate, which immediately began axing employees who had tried to secure recordings of experimental electronic compositions. At the close of the 70s, money was in and what the executives saw as specious art was out.

But something new is happening in the field, something stimulated by amateurs experimenting in their electronic backyards. The weird bleeps and bleeps of the past are now being heard in living rooms that otherwise are perfectly respectable, and musicians who have never been to a

dreadfully serious "new music" concert are writing with and for microprocessor-controlled music boxes.

The result of this renewed interest is not only the publication of new books and magazines on the topic of electronic music, but also a confusion of the old, comfortable terms and definitions by which composers could identify the me's and the them's.

## What is Electronic Music?

In the past, electronic music could be divided into several easily recognized types:

**Concrete music.** This term arose out of the need to separate all-electronic music from that which used acoustic elements, however they might be manipulated or transformed by a composer.

**Synthesized music.** Any music produced by oscillators and other audio-type (analog) circuits. The earliest synthesizers amplified the beats produced by radio waves of different frequencies (known as "birdies" by radio buffs). These sounds were used as early as the 1930s by composers Olivier Messiaen and Darius Milhaud. Even Debussy imagined the sound, and some of his music has occasionally been performed with electronic assistance.

**Computer music.** Composers of computer music are more insistent about this differentiation than other musicians. Specifically, computer music is fully electronic sound in which the actual waveforms, envelope (electronic equivalent of an embouchure), volume and so on have been calculated and created by a computer under the composer's direction. Analog processing by such instruments as synthesizers is scorned as imprecise.

As a whole, electronic music used to be created by "other" musicians—the European-trained aesthetes whose recordings bore badly surrealist covers and labels stamped "imported" to help them sell in the American commercial market, like some sort of otherwise unappetizing cheese. In

Germany, the solemn and passionate Karlheinz Stockhausen created hours-long works of radio noises and electronic squeaks and warbles mixed by painfully patient technicians. America has its proselytizers of the electronic revolution in those such as Milton Babbitt, whose sincerity and discipline are offset by a used-car-salesman-like penchant for selling his style of music in endless streams of films and lectures.

## "Serious Music"

This trend seemed to be balanced in the world of "serious music" by Zen-influenced minimalists whose guru was John Cage. Cage is a composer whose more notorious experiments included peeling carrots in front of a microphone and directing a performance during which a piano, the only instrument in sight, remained entirely unplayed.

The first microcomputer to play an integral part in musical composition and performance was the KIM-1, used by Cage's sometime-disciple David Behrman, who modestly refers to himself as a programmer rather than a composer. Both men approach music similarly. Neither Cage's nor Behrman's writing is exactly "foreground" music, having a trance-like quality that belies traditional melody, harmony and rhythm. Even the texture, with its electronic elements, owes little to either the concert hall or the popular stage.

In the avant-garde arts, Cage had compatriots like Charlotte Moorman, best known by the public for her arrest in the 1960s as the "topless cellist" during a performance of Nam June Paik's "Opera Sextronique." Moorman's cause celebre is a yearly celebration of contemporary arts and artists in New York City, which this year drew over 500 participants. The significance of this event lies mainly in the changes within the arts, particularly music, that can be seen and heard there.

These changes have recently revealed an



## Concrete Music with Electronic Sound

● Edgard Varese, *Ecuatorial*. For instruments and two Ondes Martenot. 1934. On Nonesuch H-71269, with Olfandes, Integrales and Octandre.

*Ecuatorial* harks back to almost a lost era of music, using a few instruments in sparse settings, but still painted in romantic hues. The Ondes Martenot was a monophonic electronic instrument invented in the 1920s. It has a rich, sweet sound, and for many years was a favorite of European experimental composers.

● Karlheinz Stockhausen, *Gesänge der Junglinge*. For child's voice and electronic sound. 1956. On Deutsche Grammophon 138811, with Kontakte (1959) for percussion and electronic sound.

"The Song of the Youths" is a remarkably listenable piece. Using the electronic music studios of the West German Radio, it, like *Ecuatorial*, has a rich sound that may in part be attributable to the use of vacuum tube electronics. The child's voice, singing lines from the prophet Daniel, has a disarming sweetness.

● Iannis Xenakis, *Electro-Acoustic Music*. Nonesuch H-71246. 1957-1962.

Xenakis is one of the most trying composers for the average listener's ear. In this group of four works, "Bohr I" in particular (mutated from the sounds of bracelets and other jewelry) presents a virtually impenetrable sonic wall. The original version of "Concert P-H" was composed for the 1958 Brussels World's Fair, and was performed (to both public acclaim and derision), using 400 loudspeakers.

● Györgi Ligeti, *Volumina*. For organ. 1962. On Candide CE 31009, with *Aventures*, *Nouvelles Aventures* and *Harmonies*.

*Volumina* contains no electronic sound, but is vastly colored by Ligeti's experiences at the Cologne studios where the decade's most important electronic works were produced. The line between acoustic and concrete/electronic sound blurs in works like this one.

● Karlheinz Stockhausen, *Opus 70*. For electronic sound and live performers. Deutsche Grammophon 139461.

This recording demonstrates what many consider to be the beginning of the decline of European electronic composition. Fragments of Beethoven's music are combined, via electronic manipulation, with the partly improvisational performances of pianist, violinist and percussionists.

● John Cage and Lejaren Hiller, *HPSCHD*. For two harpsichords and electronic sound. 1969. On Nonesuch H-71224, with Ben Johnston String Quartet No. 2.

*HPSCHD* is almost garish in its approach, with both instruments and electronics very present in the recording. Cage and Hiller explain the premise of this composition—the use of chance elements and Mozart's music—very seriously, but the piece is more often very funny. The first pressing contained a computer print-out called "Knobs," unique to each copy of the disk, which encouraged the listener to join in the performance of *HPSCHD* by altering the recorded sound with the treble, bass and volume controls for each channel as the stereo disk played.

● William Bolcom, *Black Host*. For organ, percussion and tape. 1967. On Nonesuch H-71260, with William Albright Organbook II.

Traditional drama began a return to combined concrete and electronic music. *Black Host* includes a powerful organ in traditional guise, percussion and a schizophrenic tape of electronic and natural sound, for a sometimes humorous and very striking work.

● Eric Salzman, *The Nude Paper Sermon*. For actor, Renaissance consort, chorus and electronics. 1969. Nonesuch H-71231.

Salzman has created a wonderfully funny piece in which the diverse elements create a theatrical collage. The Renaissance consort and chorus and electronics are brilliantly integrated into a texture of alternating delicacy, irreverence and bombast. The work is showing its age (strongly 1960s in its political and artistic approach), but remains witty and well-conceived.

● George Crumb, *Black Angels*. For electric string quartet. 1970. On Philips 6500881, with compositions by Raxach and de Leeuw.

Although *Black Angels* is produced with purely acoustic instruments, the electronic amplification coupled with the composer's style often present a striking illusion of synthesized sound. In particular, the third section is characterized by the peculiar romantic sparseness first heard in the string music of Bela Bartok, but with the electronic influences of Xenakis.

## Synthesized Music

● John Cage, *Fontana Mix*. 1958. On Turnabout TV 340465, with compositions by Berio and Mimaroglu.

This is a version for magnetic tape alone of a piece of Cage's pioneering "chance music." It is not a listenable piece, but after repeated hearings develops a kind of coherency that belies its roots in somewhat (and unscientific) random events.

● Morton Subotnik, *Silver Apples of the Moon*. Nonesuch H-71174. 1967.

● Morton Subotnik, *The Wild Bull*. 1972. Nonesuch H-71208.

*Silver Apples* is probably the first electronic composition that does not betray its synthesized origins, yet is fully listenable. Subotnik worked to produce a coherent, rich and subtly textured whole. *Silver Apples*, written on commission from Nonesuch Records, was also the first electronic work written specifically for disk. *The Wild Bull* demonstrates, on the other hand, extending rich texture and electronic picture-painting nearly to the breaking point; it too is not a difficult work to hear, but its tricks and images quickly wear thin.

● Charles Wuorinen, *Time's Encomium*. 1969. Nonesuch H-71225.

This work won the Pulitzer Prize for composition, the first electronic work to do so. Like Subotnik's, it has a richness quite different from the works of European heritage. Although not as charming as the Subotnik piece, it is still eminently listenable.

● Walter Carlos, *Switched-On Bach*. 1968. Columbia MS 7194.

● Tomita, *Snowflakes Are Dancing*. 1972. RCA ARL1-0488.

Both these recordings are not "electronic compositions," but rather realizations of classical works using synthesized sound. The results are detailed and overly sweet, but make a popular case for the musical validity of synthesizers. Moreover, the Carlos recording was the first "classical" disk to earn a gold record for high sales.

● Synergy, *Electronic Realizations for Rock Orchestra*. 1975. Passport PPSD-98009.

This recording, as contrasted with the Carlos and Tomita efforts, is worthwhile in its demonstration of the negative results of "oversynthesis." It is a collage of synthesizers, frequency and phase shifters, phasers, digital delay and myriad electronic enhancements. The result, though far from chaotic (and just as far from skilled composition), is no more listenable than the most harsh Xenakis or Stockhausen electronic works.

## Computer Music

● Charles Dodge, *Earth's Magnetic Field*. 1970. Nonesuch H-71250.

With the assistance of three scientific colleagues, Dodge produced this piece given inspiration by the Bartels Kp graphs of the earth's daily fluctuations in magnetic activity. This sterile scenario of scientific consultations and calculations results in a surprisingly delicate world of electronic plunks and angelic arpeggios, though it is necessarily limited by the extremely difficult task of creating complicated polyphonic sound via computer.

● Computer Music. Works by J. K. Randall, Barry Vercoe and Charles Dodge. Nonesuch H-71245.

Though the works themselves are only fair, an interesting aspect of this record is the use of different programming languages created for the composition of music: MUSIC IV and MUSIC IVb, FORTRAN MUSIC IVb and MUSIC 360. Composer Vercoe was the author of the MUSIC 360 program for the IBM/360 computer.

Very little pure computer music is currently available on records, due both to the economics of record production and the difficulties of composing thoughtfully in the medium. Interested readers can search the electronic music pages of the *Schwann Record and Tape Guide* (available in record stores and departments), or can send for a catalog of recordings from Composers' Recordings, Inc. (CRI) in New York City, or 1750 Arch Records, Box 9444, Berkeley, CA 94709.

An interesting demonstration/explanation of synthesized music is still available on Nonesuch Records. Called the *Nonesuch Guide to Electronic Music*, and issued in 1970 (#HC-73018), it presents each of the elements of traditional electronic composition, a detailed booklet, and a sample (and innocuous) composition called "Peace Three."

—D. K.

interesting inversion of trends: Younger, classically trained composers are beginning to shun the electronic or synthetic sound, just as the general public is hearing more of it in popular tunes, commercial jingles and films.

The expansive acoustic scores of Philip Glass and Steve Reich were the first indications of this curious reversal; Reich's percussive works often evoke thoroughly non-electronic tribal rhythms.

These popular aspects of non-acoustical music (if any music can be so described) began with inventor Robert Moog, whose portable synthesizers started to appear ten years ago in major rock bands. Moog's larger machines were still studio pieces, but the portable ones were followed quickly into the marketplace by Arp, Aries, Buchla and a dozen smaller and soon forgotten manufacturers.

## Along Came Carlos

Hard-core electronic classicists withdrew to the safety of universities and inner-city lofts when *Switched-On Bach* also made its tumultuous appearance a decade ago. Walter—now Wendy—Carlos brought an incredible sonic virtuosity to what had been popularly viewed as a cold, esoteric medium, and his record reached the top of the classical charts. It was classical music's first million seller.

Stockhausen, Babbitt, Cage and lesser-known academics such as Charles Wuorinen, Morton Subotnik and Vladimir Ussachevsky suddenly became elders in the field, since their works bore the unmistakable and uncomfortable heritage of Arnold Schoenberg and his increasingly discredited 12-tone style of composition.

Schoenberg, a turn-of-the-century German romantic composer, broke violently with previous stylistic canons by proposing that all tonality—fundamental to Western music for more than a millenium—was useless to the future of the art. Although his work now sounds quaintly 19th-century, it gave rise to more than 50 years of interminable unpleasantness in the musical art-world. Finally, the computer, with its ability to generate seemingly random patterns of sound under the beneficent ear of a composer, was seen as a perfect vehicle for proving Schoenberg's thesis.

The public, and even a great proportion of artists and musicians, had been thoroughly unconvinced about 12-tone music's validity. A few years ago, in fact, the musicians of the staid Berlin Philharmonic so enraged composer Lucas Foss (with their uncere-monious whooping and grunting during a performance of one of his less listenable works) that he publicly took them to task in

(continued on page 30)



*Bio: David Gunn is a composer/writer/musician with a long list of "almosts" to his credit. He has toured with modern dance companies before they became famous, he was almost the keyboardist for the first touring of "Jesus Christ Superstar" and he almost had his first screenplay made into a zany feature-length motion picture. He has been called a "composer's composer," but unfortunately only be a few pen pals at Bellevue State Hospital currently undergoing electro-music therapy.*

**B**efore I start this article, I'd like to get a couple of things straight. First of all, I'm the composer, not you. The fact that you're reading this magazine might not mean you don't know beans about electronic music, but I'm betting it does. Real music-oriented people read real music publications like *Stereo Review*, *Rolling Stone* or the *Musical Quarterly*—not this stuff with its pseudo-elitist attitudes toward anything that plugs into a wall socket.

Another thing. I'm getting paid significantly less than what I suspect I'm worth. This isn't unusual in an era of malevolence towards modern musicians, but when I see otherwise useless engineers pulling down \$800 a week just for producing a wristwatch with a built-in thermometer—well, it makes me sick.

This sickness more often than not tends to permeate much of what I write. So if I seem a little testy, it's due in no small part to the techno-electronia this periodical helps promulgate.

Hey, don't get me wrong—I'm not dead-set against electronics. I may not allow any disk in my home floppier than a frisbee, but I do own a calculator. I've even got a real electronic synthesizer. Not only that, I once studied computer music in college; even bought a record of it for a friend.

So it's not as if you're reading the blusterings of a dilettante with an IC chip on his shoulder. No sir. I got *repute* (see *bio*), which is a lot more than can be said about today's computer music.

The real problem is that when most of you folks read the words "computer music," you get such auditory images as the beeps, whistles and silly mechanical ululations emanating from the lower digestive tract of Robbie the Robot. Don't be embarrassed, because in this case the stigmatism is justified. Noises that a real composer—schooled in real harmony and theory classes—would be ashamed to admit came from putting felt-tip pen to paper are instead imperiously explained away by the computer programmer as "random-

ly generated patterns of acoustical events and stuff." Baloney.

See, progressive and literate composers—including me—were repeatedly told that it's a neat trick to turn an acoustical event into a musical one. Like George Antheil's 1924 "Ballet Mechanique," which incorporated a prop engine from a Ford Trimotor airplane, or a piece I wrote last year in which a young lyric soprano was unfortunately decapitated by a falling piano lid. Both acoustical events became musical ones, never mind what the myopic critics had to say about the latter.

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## Electronic Music

*Where it has been,  
where it is going,  
and why I'm headed  
the other way.*

**By David Gunn**

---

But now we get these shiny new computers trying to make avant-garde inroads by randomly generating previously acceptable musical events back into acoustical ones—all for the sake of inscrutable techno-electronia. This is progress?

Ah, but you contend that randomly generated patterns can't be all bad. Well, think again: traditional rules of order are being inconsiderately given an electronic kick in the pants.

If you still don't grasp the chaos this can produce, just imagine a randomly prepared skillet dish, or perhaps a randomly performed tonsillectomy (and that's *your* throat the tonsillectomer is diddling with, bud). Randomly generated computer music is even more insidious because most people—like yourselves—fail to understand how inherently bad it is. You tend to feel self-conscious because you don't like it—but you really don't want to be out of step with the times. Do I sound testy yet?

In a related development (distantly related, granted), ten years ago this December some college chums and I were planning a little something to celebrate Beethoven's 200th birthday. We scheduled a concert wherein 32 pianists would play his 32 piano sonatas simultaneously on stage. The gala recital fell through, however, when a stodgy administrator

learned of the finale, when each piano would be shoved into the orchestra pit following the conclusion of each respective sonata.

Now tell me. How would a computer be programmed to produce a once-in-a-lifetime sonic effect like that? But enough cynicism about the past (except the Univac) and the present.

Maybe I can coax a happy ending out of this little diatribe by looking to the future, to the dreams, hopes and aspirations of modern man, to the 30 bucks I may still get for this article. Think, if you will, of a world—a happy world—free from hunger, strife and mosquitoes... a world in which computers cater to the utter whimsy of humankind... where laser-operated commodes provide dazzling light show accompaniments to otherwise banal bodily waste disposal... where kitchenettes are forever spic-and-span thanks to diligent tending by holographic white tornadoes... where musical chairs evolve from an illogical children's game to a vital element in a symphonic living room grouping. (I think I may be losing my grasp on this article's original premise, but it's too late to stop now.)

Imagine computers happily dictating how many times to fill the orange juice can to create the perfect balance of cool tap water and frosty orange beads; computers merrily and musically regulating traffic light sequences to enhance the hustle and bustle of Main Street USA during rush hour; computers competently advising us when to clean the furnace, for whom to vote, which Brussels sprouts are the better buy (none of them are, actually) and whose teeth are whiter. Computers... ya can't live with 'em... ya can't live (the music's driving me mad... totally out of control). Wake up, America! The future may already be... beep... tweeeeeee... mmmmmmmmmmmmmmmmmmmmmmmmm.

*Real bio: David Gunn really is a composer, writer and multimedia artist whose compositions have been performed across the country. Most notable among his electronic and acoustic/electronic collages are "Boondock," premiered in Washington, DC, and "Bats," premiered and recorded in San Francisco. His work with the Lynn Dally Dance Company has included the premiere of "Radio Alley" in New York City and "Quizducks" in Athens, OH. Gunn's compositions are littered with questionable humor, including one calling for falling dead birds, tear gas in the audience and pies thrown at a piano. Gunn can be found at 106 Midway, Riverton, NJ 08077.*



## A Glossary of Electronic and Musical Terms

**Analog**—A term generally referring to circuits where variations of voltages or currents are in proportion to (analogous to) non-electronic events. Stated simply, analog circuits "look like" the input signals fed to them, such as record grooves, which "look like" the air pressure variations made by the sounds which created them.

**Attack**—The way a sound is begun. A sudden (sharp) attack can be heard in drums, whereas a very soft attack is usually present in humming.

**Computer Music**—Composition in which *pitch*, *envelope*, *timbre*, *voicing*, etc. are created by computations of a computer. This type of music is different from that created by *analog devices*, with or without a computer's control.

**Decay**—The period during which a note dies out, such as at the release of a piano key or pedal, or at the end of a sung note.

**Digital**—This term generally refers to circuitry which transfers information by numeric calculation. Sound, for example, can be stored as arbitrary numerical patterns bearing no inherent relationship to the original sounds. Nevertheless, the sound can be created, mutated, changed or retrieved by calculation.

**Embouchure**—A musician's term for the position of the mouth on a woodwind instrument; there is no equivalent word in string, percussion or keyboard playing. The position of the embouchure can change the *timbre* of the instrument. In referring to playing techniques on any instrument, popular musicians use the word "chops," which implies an embouchure.

**Filter**—This very general term includes a vast array of electronic devices. In electronic music, a filter is used to remove selected parts of the audible spectrum from a sound. Sometimes the filtering removes all tones above a certain pitch (low-pass filter), with the effect of "smoothing" the tone's quality. All tones below a certain pitch can be removed by a high-pass filter (almost a purely electronic phenomenon), best heard in the unintended tinniness of portable radios. Filters can also remove all tones above and below a certain pitch or group of pitches (band-pass filter), which can be approximated by listening through a paper towel tube. Finally, only a single pitch or group of pitches (notch filter) may be removed, another almost purely electronic activity. The result of any of these filterings is a change in *timbre*.

**Envelope**—The electronic equivalent of an *embouchure*. It determines how a note starts (*attack*), how long it will play (*sustain*) and how it will end (*decay*), although the envelopes can be much more complicated than this simple description might imply. Envelopes are a measure of varying volume, or amplitude, of a sound.

**Frequency**—The lowest number of regular fluctuations produced per second by an unchanging note. This is the pitch of a note expressed scientifically.

**Fundamental**—The "note." Very few notes are purely on *frequency* or *pitch*, but the term fundamental refers to the lowest (and usually most prominent) of these frequencies.

**Harmonic**—A note higher than, and physically related to, a *fundamental*, produced by the same instrument, and sounding at the same time. A ringing bell can be heard to have many rich harmonics, whereas in a woodwind, these harmonics are important but more subtle. Fuzz-boxes, on the other hand, produce deliberately large quantities of harmonics. The proportion and volume of harmonics give a note its distinct *timbre*.

**Harmony**—Specifically, harmony is the simultaneous playing of several fundamental notes; however, it is generally used to refer to simultaneous notes (chords) which are "pleasant" to human ears.

**Noise**—This term derives from the random character of what is popularly called noise. In electronic music, it consists of many different, unrelated, usually random pitches, and sounds in its raw form like a gust of

wind through trees or between-station hiss on an FM radio. It can be filtered to simulate natural sounds, or be used for its own sake. Natural musical instruments using great quantities of noise are cymbals, snare drums and other percussion. Noise can also be heard as part of the sound of the breath in singing, playing flute and other woodwinds, and moving a bow on a stringed instrument. Gunshots, thunder and explosions contain mostly filtered noise.

**Orchestration**—The selection of instruments used to play a piece of music. When referring to electronic music, it means the composer's selection of *voices* and *timbre*.

**Oscillator**—An electronic circuit which creates regular fluctuations of electron flow. When transformed to air motion within the normal hearing range, it sounds as a simple *pitch*. Oscillators are the basis of *synthesized music*.

**Partial**—A *fundamental* or a *harmonic*. The *fundamental* is the first partial, and the harmonics are numbered sequentially.

**Pitch**—A *frequency* of a note's *fundamental*. Since the *fundamental* is the most audible part, the note is named for this *fundamental*. A note whose frequency is 256 cycles (fluctuations) per second is known as middle C; one whose *fundamental's* frequency is 440 cycles per second is the orchestra's tuning note A.

**Polyphony**—Music containing more than one independent *voice*. The only traditional instruments that are naturally polyphonic use keyboards (piano, organ) and flat necks (guitar, lute). Producing truly polyphonic music electronically is complicated (and costly) because it requires a separate, independently-controllable signal for each *voice*.

**Quality**—Another term for *timbre*.

**Ramp wave**—A sound wave containing a *fundamental* and an equal proportion of even- and odd-numbered harmonics; the sound is buzzy. When graphed, the sound wave looks like a ramp of sawtooth.

**Sine wave**—A sound wave containing a *fundamental* pitch and no harmonics; the sound is "pure" but dry. When graphed, it appears as a smooth curve based on the sine function.

**Square wave**—A sound wave containing a *fundamental* pitch and only the odd-numbered harmonics; the sound is buzzy and reedy. When graphed, the wave appears as a group of open, connected squares or rectangles.

**Sustain**—The period of time during which a note is sounding. For example, when a clarinet is being played, it is sustained until the note is released. The sustain can be short (as with a drum), or long (a violin). Often a sustain and the decay are difficult to distinguish, as in a ringing bell.

**Synthesized Music**—Music created by electronic means, usually by using *oscillators*, *noise generators* and *filters*. This type of music is distinguished from strictly computer music by the analog circuitry used to produce it.

**Texture**—A general term referring to the collective balance of *orchestration* and *timbre* in a piece of music.

**Timbre**—The distinguishing characteristic of a note. It allows a listener to distinguish between, for example, a saxophone and a flute. The proportion of volume of *harmonics* to a note's *fundamental* determines the *timbre*.

**Triangle wave**—A sound wave containing a *fundamental* and only the even-numbered harmonics; the sound is warm and throaty. When graphed, it looks like a group of open, connected triangles.

**Voice**—A musical line or part. Originally, European music (the heritage of most present-day Western music) was sung. As technology and cultural forces allowed, instruments were added to these sung lines. Eventually, even in pieces which were purely instrumental, the lines of music remained known as *voices*.

**Voltage-controlled oscillator**—An *oscillator* whose output pitch is in proportion to an input voltage. VCOs are the stock-in-trade of analog synthesizers.

an open letter. But now the orchestral braying and bleating of atonality and its cousins has been joined by a seemingly unrelenting electronic barrage. Expensive and unresponsive performers would no longer be necessary in the brave new world of fully electronic musical writing.

The arrival of the magnificent world has been delayed, however, by the appearance of the microcomputer. Although not immediately capable of the level of speed demanded by strictly computer music—in which waveform, envelope and amplitude are generated entirely by the electronic instrument—it is very capable of directing peripheral devices with ease and precision.

Behrman's use of the KIM to control a bank of triangle-wave oscillators was a precursor of what can be expected shortly. His KIM, with its hexadecimal keypad and minimal memory and interfacing structure, produced amazingly eloquent music.

Machines like Apple, TRS-80, Challenger and PET, with their capacity for interactive, full-featured music languages, have certainly been underused for serious composing. But the advent of peripheral chips from Texas Instruments and General Instrument suggests that hobbyists and artists alike may soon be able to challenge the academics to a new round of musical show-me.

## Them Changes

The presence of inexpensive computer power will once again bring the much (and sometimes deservedly) maligned contemporary artist into the public attention. Sound, random sound, for its own sake, moves from the Zen-mystique into the commonplace. With nurturing, who can say how the art will grow?

Christoforo's fortepiano gave new life to the keyboard as a musical force, and Mozartean harmony was born. Technical improvements allowed the thunderous compositions of Beethoven.

With each advance in the trappings of the musical art has come a concomitant, yet surprising, change in the art form itself. After a quarter century of struggle, computer music may yet find its way. ■

*Dennis Bathory Kitz is a composer, author and artist whose works have been performed in the U.S. and Europe. Of his composition for electronic synthesizer and Renaissance recorder, performed at the 12th Annual New York Avant-Garde Festival, The New York Times said, "Very few artists had the imagination or the encouragement. . . to come to grips with all that space. . . The effect (of the performance) was mysteriously quiescent, like some Chinese Pan." Kitz is an editorial consultant for 80 Microcomputing and Kilobaud Microcomputing, has written several articles for this computer-music section.*



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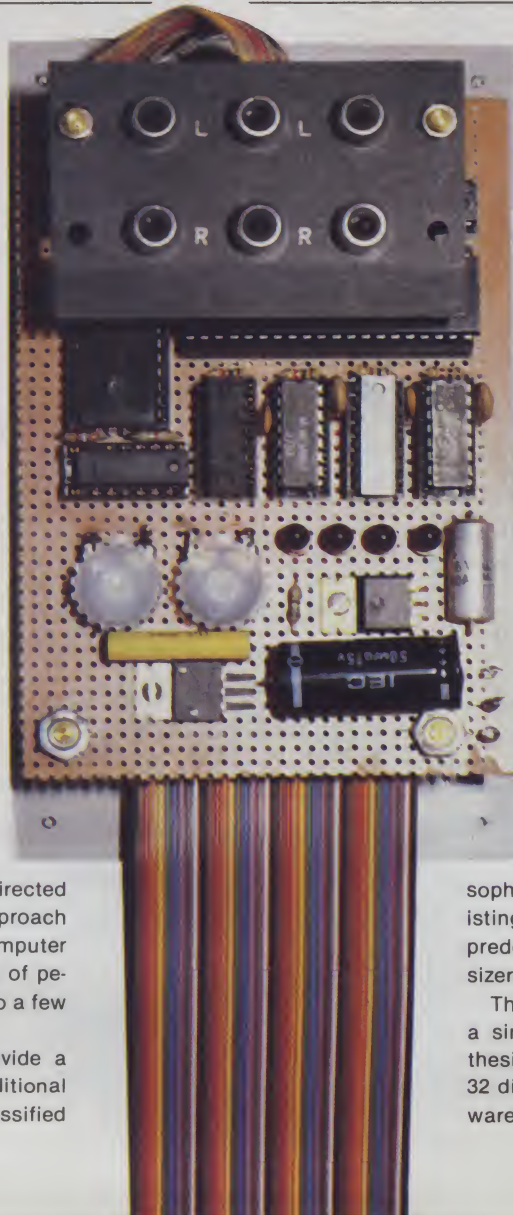
Dennis Bathory Kitsz  
Roxbury, VT 05669

**T**here are already a dozen commercial music boards available for personal computers. Some are very advanced and well-designed, while others are minimal noisemakers. But for composers and others serious about producing listenable sound without a large investment of cash, programming time or hardware components, present-day technology offers no real choices.

Pure computer music is out of the question. Economically, it is the least expensive method, requiring little outlay for peripheral hardware (excluding hardware needed for mass storage, which might be substantial). But for an artist or listener who depends on ease of revisions and additions, or rapid, real-time performance of more than elementary tunes, it is nearly impossible with small computers. Only highly skilled programmers could, with software alone, turn a microcomputer into a reasonable music machine.

If we disregard commercial music boards, which are for the most part directed towards entertainment, the hardware approach remains the only viable one for microcomputer users who are artists as well. The types of peripherals that can be constructed fall into a few general (and arbitrary) categories:

- **Organs.** Integrated circuits which divide a master clock frequency into the 12 traditional tones of the octave are probably best classified



this way. They are capable of creating a single waveshape that can be filtered to give the illusion of instruments or organ stops.

- **Digital synthesizers.** These devices are also based on a master clock, but can be divided by any computer-assigned integers to produce a tone. Certain other parameters, including volume and note duration, can be also programmed. Digital synthesizers offer greater flexibility than the organs, but are limited in timbre to square waves and demand fairly large amounts of information in order to set up their internal parameters.

- **Analog synthesizers.** The new generation of analog integrated circuits can be interfaced with computers to offer the speed and control of microprocessors while maintaining a familiar hands-on approach for musicians. Computers can act as intelligent "super sequencers," while the composer/performer can respond to both artistic demands and whimsy while composing or performing.

- **Interfaces.** Though not really a separate category, interfaces do offer an opportunity to use the existing,

sophisticated musical hardware with similar existing, capable small computers. The continuing predominance of voltage-controlled synthesizers makes this especially valuable.

This article describes the construction of a simple interface for voltage-controlled synthesizers with the ability to activate up to 32 discrete voices (channels) with simple hardware and software. Although this interface



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nomically, at least) impossible until the time of microcomputer control and analog interfaces such as this one. Despite their tuning limitations, analog synthesizers with computer-controlled interfacing are my present choice for complex music.

### The Circuit

The 8255 circuit needs very little information to operate. It internally decodes address and data information, and routes data through its three separate eight-bit

Ports A and B leading from each 8255 are connected to Motorola digital-to-analog converters, type MC1408L8 (Z6 and Z7). These circuits accept the eight-bit digital information and convert it to a current directly proportional to the numerical value of the data. The current is then transformed to a proportional voltage by Z10, an inexpensive LM324 operational amplifier. That output can be sent directly to any voltage-controlled synthesizer, where it can control pitch, volume, waveshape or any other parameters that respond to an analog voltage.

Port C is used for the envelope trigger and spare signal lines. Since some synthesizers trigger on a low voltage and others on a high voltage, this circuit is designed to

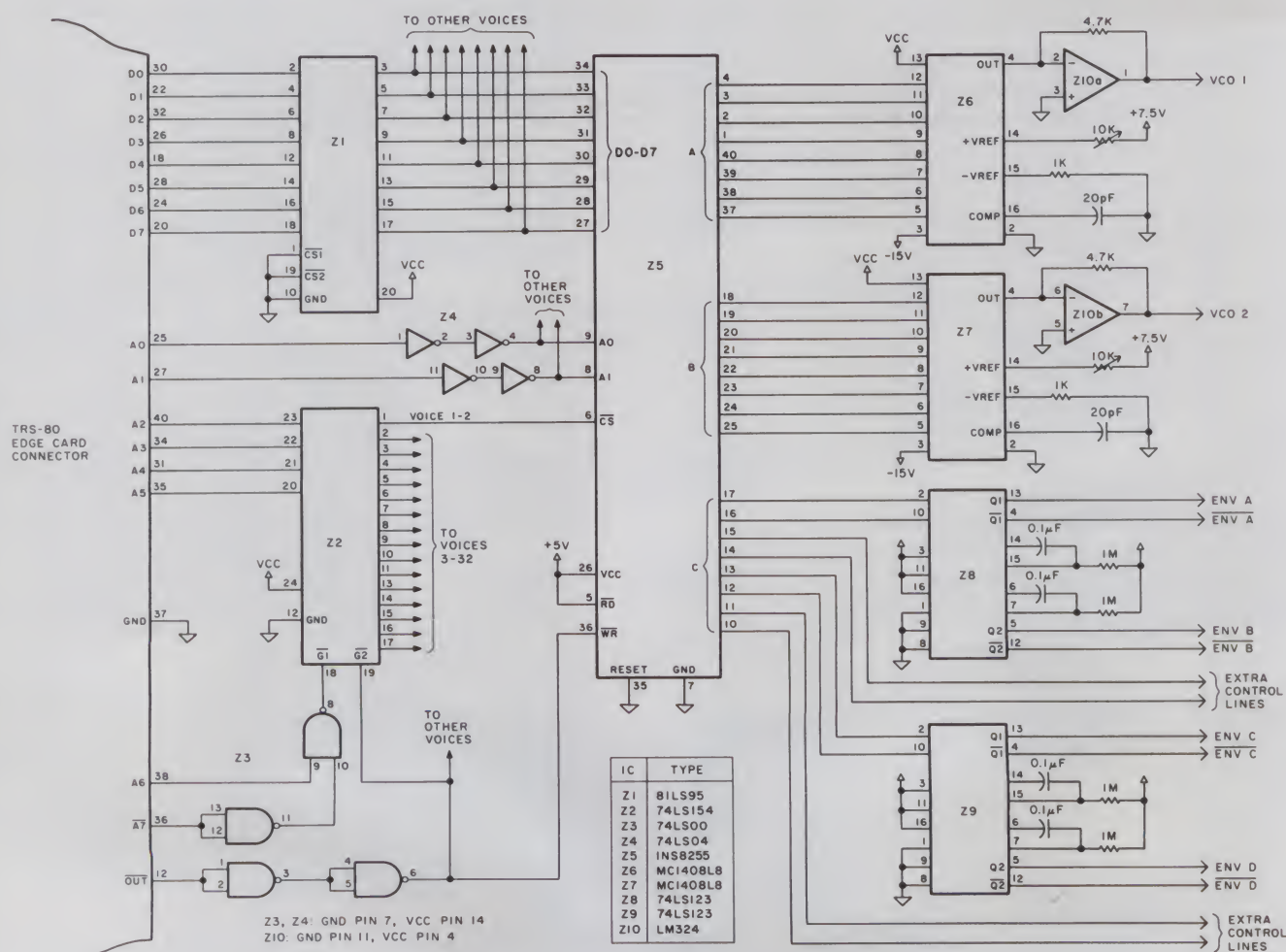


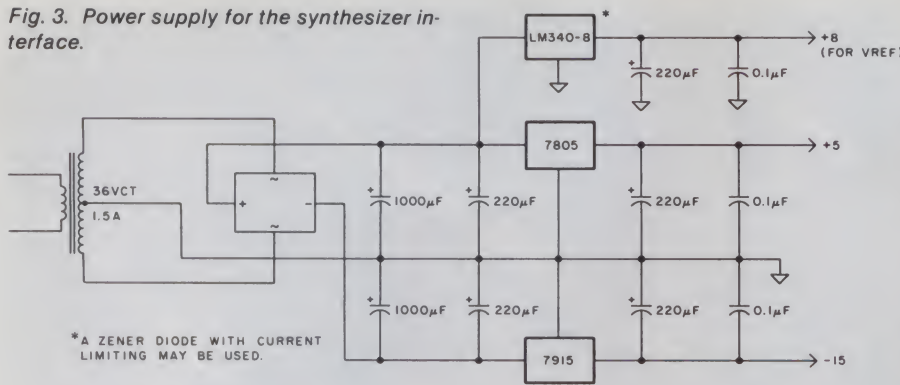
Fig. 1. TRS-80 to voltage-controlled synthesizer interface.







Fig. 3. Power supply for the synthesizer interface.



Listing 1.

```

0 CLS
1 PRINTCHR$(23) " A GENERALIZED MUSIC PROGRAM":PRINT:PRINT:PRINT
2 PRINT"DENNIS BATHORY KITSZ 5 iii 79" : FORX=1TO1500:N
  EXT:CLS
3 PRINT"THERE ARE 639 NOTES IN THE BACH PRELUDE." : Q=6
  39
4 OUT67,128 : GOTO1000 : REM * THIS IS THE TUNING ROUTINE
5 DIMML(2,Q+50) : REM * THIS IS THE MUSIC LENGTH (ML)
6 PRINT:PRINT"READING";Q;"NOTES FROM MUSIC PITCH/RHYTHM
  DATA."
10 FORPH=1TOQ
20 FORNT=1TO2
30 READML(NT,PH)
40 NEXTNT,PH
45 INPUT"PRESS ENTER TO START PIECE";Z
50 FORPH=1TOQ
60 OUT66,32:OUT66,0:OUT64,ML(1,PH)
70 FORX=1TOML(2,PH):NEXT
80 NEXTPH
98 FORN=1TO2000:NEXT:OUT64,255:GOTO45
100 DATA69,31,90,31,117,31,90,31,66,31,90,31,111,31,90,
  31,69,31,90,31,117,31,90,31,54,31,102,31,126,31,10
  2,31,60,31,81,31,105,31,81,31,54,31,81,31,102,31,8
  1,31,60,31,81,31,105,31,81,31,45,31,90,31,117,31,9
  0,31
110 DATA48,31,69,31,96,31,69,31,45,31,69,31,90,31,69,31
  ,48,31,69,31,96,31,69,31,33,31,81,31,105,31,81,31,
  39,31,81,31,84,31,81,31,33,31,81,31,96,31,81,31,30
  ,31,75,31,90,31,75,31,18,31,66,31,84,31,66,31
120 DATA69,31,81,31,90,31,81,31,54,31,69,31,81,31,69,31
  ,45,31,54,31,69,31,54,31,33,31,45,31,54,31,45,31,2
  4,31,45,31,51,31,57,31,60,31,66,31,69,31,75,31,69,
  31,60,31,66,31,69,31,75,31,81,31,87,31,90,31
130 DATA75,31,87,31,96,31,87,31,60,31,75,31,87,31,75,31
  ,51,31,60,31,75,31,60,31,39,31,51,31,60,31,51,31,3
  0,31,51,31,54,31,60,31,66,31,72,31,75,31,81,31,75,
  31,66,31,72,31,75,31,81,31,87,31,90,31,96,31
140 DATA81,31,90,31,102,31,90,31,66,31,81,31,90,31,81,3
  1,54,31,66,31,81,31,66,31,45,31,54,31,66,31,54,31,
  33,31,54,31,81,31,54,31,24,31,54,31,69,31,54,31,30
  ,31,54,31,75,31,54,31,18,31,54,31,84,31,54,31
150 DATA33,31,54,31,81,31,54,31,24,31,54,31,69,31,54,31
  ,30,31,54,31,75,31,54,31,18,31,54,31,84,31,54,31,3
  3,31,54,31,81,31,54,31,36,31,60,31,90,31,60,31,39,
  31,60,31,87,31,60,31,42,31,66,31,96,31,66,31
160 DATA45,31,66,31,90,31,66,31,9,31,69,31,102,31,69,31
  ,15,31,69,31,96,31,69,31,51,31,75,31,105,31,75,31,
  54,31,75,31,102,31,75,31,18,31,81,31,111,31,81,31,
  24,31,81,31,105,31,81,31,60,31,87,31,117,31,87,31
170 DATA66,31,75,31,81,31,87,31,90,31,96,31,102,31,105,
  31,111,31,105,31,102,31,96,31,90,31,84,31,81,31,75

```

MC1408L8 can be purchased from Advanced Computer Products, PO Box 17329, Irvine, CA 92713, for about \$6. A two-voice board, including hardware, will cost under \$35, and each additional pair of voices will increase that cost by about \$20.

### Operation

Attach the interface to the TRS-80 edge card, connect the first output of Z10 to any voltage-controlled synthesizer input and apply power to each device—the TRS-80 should be turned on last. (If you do not have a synthesizer, see "A Simple Voltage-Controlled Synthesizer" on page 66). Remove any patch to the synthesizer's envelope for this test. From the command level, enter OUT 67,128, which sets up the first 8255 interface circuit to output data to the converters. Now run the following program:

```

10 INPUT "TIME DELAY";N
20 FOR X=0 TO 255
30 OUT 64,X
40 FOR Y=1 TO N:NEXT Y
50 NEXT X
60 GOTO 20

```

Answer 1 to the input question in line 10, and the synthesizer should emit a series of fast-rising whoops. Each time you run the program, increase the value in response to N, and the whoops will slow until you can hear a series of discrete pitches. If everything is well, you should try the same sequence for voice 2, using OUT 71,128 to set the port and OUT 68,X for the data. Continue with each succeeding voice (see Table 2).

Now patch the envelope back in place and run Z8, pin 13, to the envelope trigger. Run the following:

```

10 AS=INKEY$: IF AS="" THEN 10
20 OUT 66,1: OUT 66,0: GOTO 10

```

The envelope should be triggered each time you touch a key on the TRS-80. If it is not, then run Z8, pin 4, to the trigger instead, and change line 20 to:

```
20 OUT 66,2: OUT 66,0: GOTO 10
```

If the envelope still is not working, in-

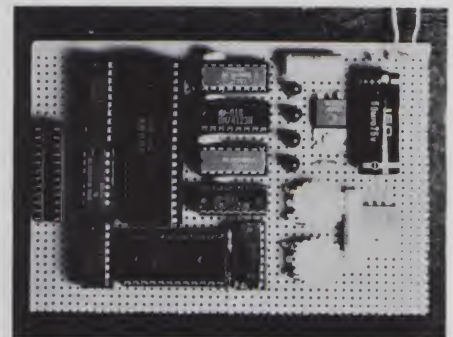


Photo 2. The completed prototype before mounting input and output jacks and computer cable. The address decoding and peripheral interface are to the left; four LEDs to the right give a visual indication of the envelope triggers.



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```

,31,81,31,69,31,66,31,60,31,54,31,48,31,45,31,39,3
1,33,31,39,31,45,31,39,31,33,31,30,31,24,31,18,31
180 DATA15,31,75,31,105,31,75,31,18,31,75,31,102,31,75,
31,9,31,69,31,102,31,69,31,15,31,69,31,96,31,69,31
,18,31,66,31,96,31,66,31,30,31,66,31,90,31,66,31,3
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190 DATA18,31,75,31,90,31,75,31,66,31,90,31,75,31,66,31
,54,31,66,31,75,31,66,31,54,31,75,31,66,31,54,31,3
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200 DATA9,250,45,15,54,15,69,15,81,15,99,15,105,15,117,
15,126,200,45,15,54,15,69,15,81,15,99,15,105,15,11
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120,31
210 DATA126,31,123,31,117,31,111,31,108,31,111,31,117,3
1,111,31,108,31,102,31,96,31,102,31,108,31,102,31,
96,31,90,31,84,31,81,31,75,31,69,31,63,31,60,31,54
,31,48,31,45,31,39,31,36,31,30,34,24,37,18,40,12,4
4,9,48,3,250
220 DATA39,15,48,15,60,15,75,15,96,15,111,15,120,200,39
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230 DATA66,31,60,31,54,31,60,31,66,31,69,31,75,31,81,31
,75,31,69,31,66,31,69,31,75,31,81,31,84,31,90,31,8
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5,31,111,31,117,31,120,34,126,37,132,40,138,44,126
,48
240 DATA141,250,33,15,45,15,54,15,69,15,90,15,102,15,10
5,15,117,200,33,15,45,15,54,15,69,15,90,15,102,15,
105,15,117,50,48,15,60,15,69,15,84,15,96,15,105,15
,117,250,51,15,60,15,69,15,96,15,105,15,114,200,51
,15,60,15,75,15,96,15,105,15,111,50
250 DATA54,15,66,15,75,15,84,15,90,15,102,15,111,250,10
2,15,111,31,102,31,90,31,84,31,90,31,102,31,111,31
,102,31,111,31,102,31,90,31,84,31,90,31,102,31,111
,31,129,31,126,31,120,31,114,31,111,31,105,31,102,
31,96,31
260 DATA102,31,90,31,102,31,111,31,120,31,129,31,138,31
,147,31,141,93,111,31,114,31,102,31,105,31,87,31,1
8,15,39,15,48,15,54,15,75,15,90,15,105,15,111,125,
81,125,18,15,39,15,48,15,54,15,84,15,90,15,102,115
,111,031,54,125,60,125
270 DATA33,15,45,15,54,15,63,15,81,15,90,15,105,250,81,
31,90,31,81,31,69,31,66,31,69,31,81,31,90,31,81,31
,90,31,81,31,69,31,66,31,69,31,81,31,90,31,108,31,
99,31,90,31,81,31,72,31,66,31,54,31,81,31
280 DATA60,15,84,15,81,15,84,15,81,15,84,125,81,31,75,3
1,81,31,84,31,81,31,75,31,69,31,66,31,69,31,75,31,
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,31,45,31,48,31,54,31,48,31,45,31,39,31,33,31,30,3
1
290 DATA33,31,45,31,54,31,45,31,45,31,54,31,69,31,54,31
,54,31,69,31,81,31,69,31,69,31,81,31,90,31,81,31,8
1,31,90,31,105,31,90,31,90,31,105,31,117,33,105,35
,105,37,117,39,126,42,117,45,141,150

```

```

1000 REM *****TUNING SECTION*****
1005 PRINT"THIS IS THE TUNING SECTION -- OUTPUT IS 3, 3
9, 75."
1006 PRINT"HOLD SPACE BAR TO BEGIN MUSIC DATA READING."
1008 PRINT"DISABLE ENVELOPE PATCH WHILE USING THIS SECT
ION."
1010 OUT64,3:FORX=1TO500:NEXT
1020 OUT64,39:FORX=1TO500:NEXT
1030 OUT64,75:FORX=1TO500:NEXT
1032 OUT64,111:FORX=1TO500:NEXT
1035 OUT64,147:FORX=1TO500:NEXT
1040 A$=INKEY$ : IF A$ = "" THEN 1010 ELSE OUT68,255:GO
TO5

```

crease the values for C3 or R5, which are found at pins 14 and 15 of Z8. This will lengthen the trigger cycle to accommodate any synthesizer. Again, try both the above connections.

When everything is working well, give the sample program in Listing 1 a try. It is Bach's 21st Prelude, and, even though it is a single-voice piece (mostly), it is still a treat to hear. A tuning section is included to match my arbitrary selection of values for pitches.

This program is for example only; ideally, a music compiler should be written to accommodate a composer's (or a composition's) individual requirements. Micro- and macrotonal scales might be used merely by retuning the reference voltage on either the synthesizer or this interface. Likewise, straightforward tonal music using standard rhythms would require only a simple input program, perhaps with notations such as "A#4H" or "Bb2Q" to distinguish pitches, octaves and rhythms. Even key signatures could be entered once, as in traditional scores.

Overall, the voltage-controlled interface will provide an effective, albeit interim, solution to composers and electronic music hobbyists who want to perform or create either simple or complex music easily and inexpensively. ■

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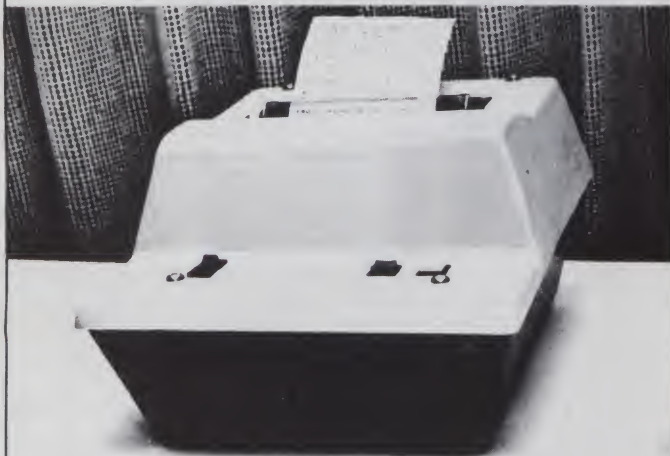
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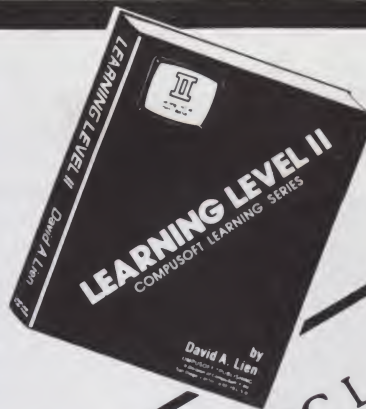
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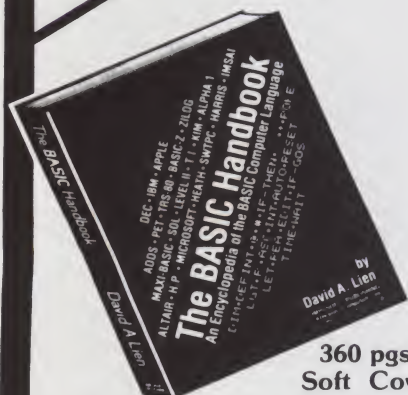
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The system operates in real time—it can enter notes as fast as you can play them. Using a three octave keyboard, you enter up to 20 single notes on a music staff. The computer automatically determines the length of time each note is held. It also times the rests between notes.

While this transcriber has its limitations, it has a wide variety of applications. Beginning music students, for example, can play a tune on the keyboard and see the corresponding musical notation immediately. More advanced musicians can use the transcriber to improve their sight-reading abilities by playing a series of notes exactly as they appear on the screen.

Professional musicians can also use the transcriber to compose. Many performers have a difficult time putting a tune down on paper. The transcriber can help them with the basic skills of written transcription. The skilled musician will not find it difficult to go beyond the computer and polish a score into a more standard form.

## Hardware

The music transcriber is built around a "cheap video system" (see Don Lancaster's *The Cheap Video Cookbook*). The component parts of the transcriber are a KIM-1 microcomputer, a TVT 6-5/8 video board, a home-brew 4K memory board (wire-wrapped and built to plug onto the KIM-1 expansion connector), a PAIA 37-note encoded keyboard, model no. 8782, a Radio Shack cassette recorder (for storing programs), a dual voltage power supply (5 volts at 2 amps, 12 volts at 1/2 amp) and a TV monitor or converted TV.

The KIM-1 and TVT 6-5/8 will give you the least expensive and most flexible graphics system. It may be possible to apply the techniques (and software) of this article to an Apple, but any other microcomputer will require much more effort. In particular, you need a system capable of controlling graphics dot by dot, not character by character, which eliminates the TRS-80 and PET.

You can use any keyboard, but PAIA has many to choose from, and they supply lots of extra boards you may want to incorporate.

The PAIA keyboard encoder circuit is CMOS and is supplied with a 9-volt power supply. I had trouble getting it to work properly at 9 volts (the oscillator on the key scanning board wouldn't oscillate), but running it at 5 volts overcomes the difficulty. This 5-volt modification is also convenient for interfacing the encoder logic to the KIM-1 (KIM ports are TTL).

You'll want to hear the notes of the keys as you play them, so you'll need a tone generator. PAIA has one (model no. EK-6) but I built my own, mainly because for polyphonic

music you have to modify the tone generator board anyway.

Rod Hallen's article "PAIA 8700 Revisited" (*Microcomputing*, October 1979, p. 40)

	Key Hit	Hex Data
Low Octave	Low C	90
	C #	91
	D	92
	.	.
	.	.
Mid Octave	Mid C	9C
	C #	9D
	D	9E
	.	.
	.	.
High Octave	High C	A8
	C #	A9
	D	AA
	.	.
	.	.
	C	B4

Table 1. Hex data appearing at KIM port corresponding to key hit.



Photo 1. Overall view of KIM-1, TVT 6-5/8, 4K memory board, PAIA keyboard and tone and encoder boards, TV monitor, cassette recorder and dual voltage power supply.



describes a tone generator circuit similar to mine. The circuit I use consists of a Mostek 50240 12-tone generator chip and support circuitry to get three octaves worth of tones. A CMOS oscillator runs the 50240 directly for the top octave; for the mid-octave the oscillator is divided in half; and for the low octave it is divided in half again using 4013 flip-flops. All outputs of the 50240 are fed through Tri-state buffers to a small amp and four-inch speaker built into the PAIA keyboard (not supplied by PAIA).

The PAIA encoder has six data lines D0-D5 plus a strobe (and strobe). The data lines give a six-digit binary number representing the key hit on the keyboard. I connect the D0 line to port PA0 on the KIM-1 application connector, D1 to PA1, and so on, up to D5 to PA5. Then I connect strobe to PA6 and leave PA7 unconnected. (Each time a key is hit, strobe goes low.) With this arrangement the KIM-1 will read the hexadecimal numbers given in Table 1 at its port when the corre-

sponding key is hit.

Referring to the circuit of Fig. 1, the data lines D0-D5 are first fed to some simple gate array to determine the octave of the key hit (low, mid or high). The L, M, H signals choose the appropriate oscillator division to run the 50240 and also combine with the data lines in a 4008 adder to select the right Tri-state buffer (to the speaker) via a 4515 one-of-sixteen decoder.

I find it beneficial to throw in an extra 10-volt, 1/2-amp power supply to run the speaker amp, 50240 and associated oscillator. Unfortunately, this leads to level shift juggling to match TTL signals with the higher 50240 output signals. Simple voltage divider resistor pairs are used for the level shifting. The complete circuit for the tone generator is given in Fig. 1.

The 4K memory addition shouldn't require much explanation (alternatively, you can use a ready-made board). The 4K memory resides in locations 0400 to 13FF of the

KIM. Lines CS1-CS4 select each 1K block of the 4K memory (Fig. 2). Line SEO is an output line from the TVT 6-5/8 board and is used to tell if you are addressing the 4K memory normally or for raster scanning.

Mount the memory and support ICs on a 4 x 5 inch vector board and attach a double-sided 22-pin edge connector (female) with brackets to the vector board, so that the female side can plug into the KIM expansion connector. Note that you will have to remove whatever connections were previously on the expansion connector and attach them directly to the KIM board to free the expansion connector for the 4K memory plug-in.

You will use all address and data pins on the expansion connector as well as pins R/W,  $\overline{R/W}$ , V+ and GND. The KIM +5-volt power supply must be capable of 2 amps to run this memory board and the KIM together. Note in Fig. 2 that you can eliminate many gates and address lines by using the KIM-1 lines K1-K4 on the application connector. I abandoned this approach, although it should work.

You'll also need to modify the wiring to the KIM/TVT switch installed on the KIM-1 during TVT 6-5/8 interfacing. First remove the wire to CS0 from the TVT board connector (pin 16) and remove the other end of this wire from the switch. Next reconnect the open cut on the KIM-1 (connect pin 1 of U4 to pin 13 of U5-U12 on the KIM-1). Also be sure to remove all upstream tap connections on the KIM-1 and move them over to the appropriate tap locations on the 4K memory board (see Fig. 2).

One more hardware addition is necessary before we can look at the software. Don Lancaster's *The Cheap Video Cookbook* includes a chapter on transparency (changing video information without losing sync). Lancaster gives a circuit and the appropriate software for a 64-microsecond line, 128 lines/frame transparent scan pro-

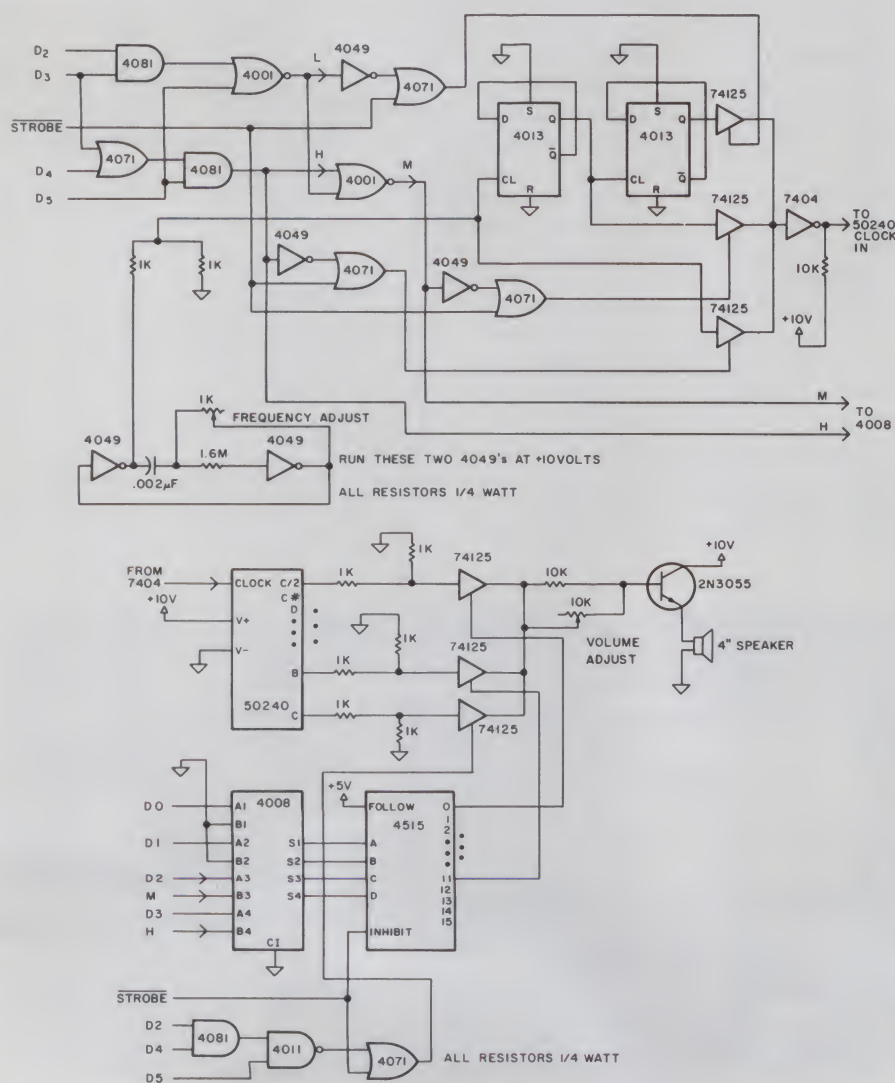


Fig. 1. Three-octave tone generator circuit. All CMOS run at +5 volts unless otherwise specified.



Photo 2. Closer view of KIM-1, TVT 6-5/8 (with added transparency board) and 4K memory board.



gram (Figs. 5-8, pp. 216-7). I prefer to use a 63-microsecond line time and have a larger number of lines/frame. I therefore modified Don's circuit and scan program. The circuit is shown in Fig. 3; I will discuss the scan program in the section on software.

The two 4520 counters (Fig. 3) are a divide-by-7 and divide-by-9 arrangement, so that the series combination of the two gives a divide-by-63 counter. The 4040, as wired in Fig. 3, is a divide-by-128 counter. The 4528s are for waveshaping. Remember to remove HIN (TVT connector pin 3) from DEN (TVT connector pin 20) so that horizontal sync now comes from the circuit of Fig. 3.

Note that the switch in Fig. 3 coming off the last 4528 should be in the off position for normal KIM operation (especially when

loading to or from tape) and is switched on when you are ready to run a scan program (generate a raster).

The circuit of Fig. 3 and its associated scan program will produce a vertical sync pulse every 16.67 milliseconds (1/60 second/frame). Roughly four milliseconds after vertical sync the IRQ line pulses low; close to eight milliseconds after this it pulses low again; about four milliseconds after this another vertical sync pulse is generated. This is a peculiar arrangement but provides a full screen of graphics (over 200 lines) and also lets you position the display vertically via software. I chose the 63-microsecond line time instead of the 64-microsecond time because most scan programs written previously in the book are set up for 63-microsec-

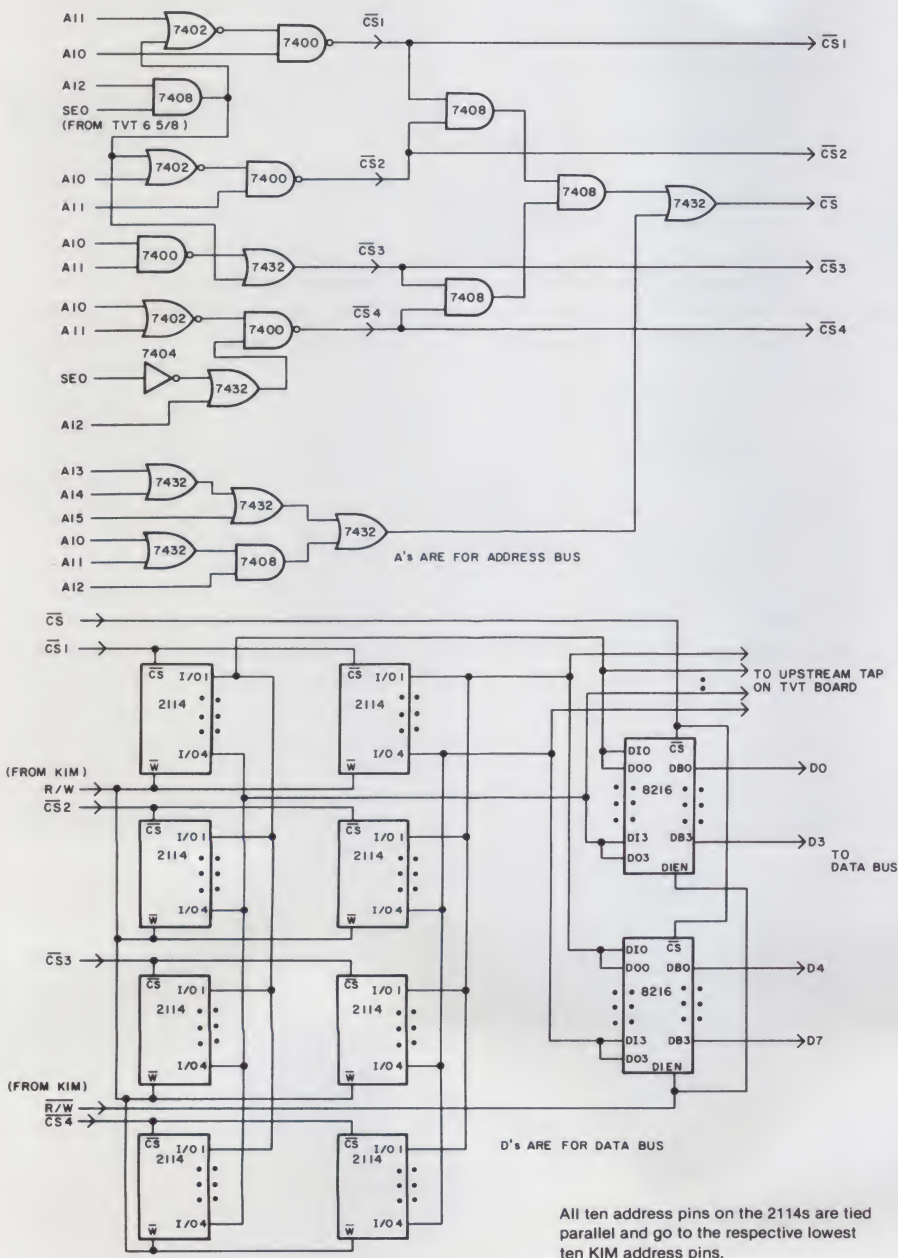


Fig. 2. 4K memory circuit for KIM-1 expansion connector.

✓ Reader Service—see page 257

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Photo 3. Full view of keyboard.



Photo 4. Closer view of tone generator board (foreground) and encoder board (background).

and line times.

For those who want to stick with Lancaster's setup, there are some trivial printing errors in the scan program and some not-so-trivial subtleties associated with transparency in general. His circuit and associated scan program as printed will not work properly together.

### Software

The software to run the music transcriber is in two main parts. The first is the scan program that puts display information onto the TV screen. This short program deals with register saves and returns associated with transparency and a normal graphics scan program. The bulk of the software is the transcriber program, which deals with reading the keys hit, timing the keys and updating display memory.

Listing 1 shows the Scan program. The part from 1780 to 17A5 is the heart of the scan program. This part should be obvious to those familiar with Lancaster; you'll otherwise find it difficult to understand the Scan program. The section from 17AA to

17C1 is the entry part of the total Scan program and is just a preliminary register save and interrupt jitter adjustment. The section from 17C2 to 17DE is the last part of the total Scan program and deals with register returns and delay before vertical sync. The delay from 17C7 to 17D4 is adjusted to give close to 1/60 of a second between vertical sync pulses.

The Transcriber program (Listing 2) is lengthy. To put sheet music on the TV screen, you first need to clear the screen and put down five staff lines and a music treble clef symbol. Eventually, you'll want more capability than this, but that is for future development.

Next, you need to read the KIM port attached to the keyboard encoder to see if a key is hit. If no key is hit you keep reading the port; if a key is hit you store the data word corresponding to the hit key in a memory byte and go on to process this information. Processing for note entry can be subdivided as follows:

1. Set timer to determine length of note.
2. Determine if key hit is a black or white

key (all black keys are entered as flattened notes; no sharps).

3. If key hit is black, prepare to enter a flat symbol and then the note symbol. If white key, prepare to enter note symbol only.

4. Determine if note is in upper or lower half of staff (i.e., above or below C in the middle of the staff lines). Quarter, eighth and sixteenth notes in the upper half of the staff have bars pointing down like this ♩; those in the lower half of the staff have bars pointing up like this ♪.

5. Add flags to note if necessary (i.e., eighth notes get one flag like this ♩; sixteenth notes get two flags like this ♩).

6. Determine if note is above or below the staff lines. If so, prepare to enter appropriate number of horizontal bars to the note; e.g., low C = ♩, low A = ♩.

7. Enter note; move right one note space on the staff. If end of staff, clear display, enter staff lines and treble clef symbol and start new note at leftmost position on staff. If more space is left on staff, time the rest between this note and the next one.

8. Enter appropriate rest symbol; move right one note space on the staff. If end of staff, clear display, enter staff lines and treble clef symbol and start new note at leftmost position on staff. If not end of staff, go back to read key port for next note.

The flowchart for this sequence is shown in Fig. 4.

The Transcriber program starts at location 0100. This is the control area from 0100 to 0144. The control area first calls subroutine Clear Display Memory and Load Staff Bars, which resides from 0030 to 007D. The control area then calls the subroutine Enter Character Cell in 0080 to 00C0 and enters the treble clef symbol. Then the control area reads the key port to see if a key is hit. If not, it keeps reading the port.

If a key is hit, the program jumps to the Time Note section from 0300 to 0327. Then it goes to the Type of Note or Rest section,

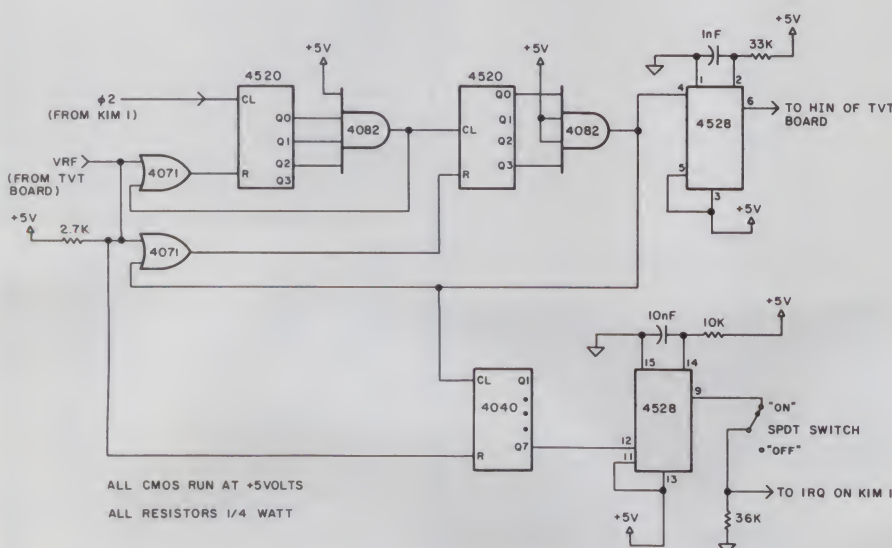


Fig. 3. Transparency addition to TVT 6-5/8 board for 63 microseconds/line.



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which determines what type of note to enter (i.e., 1/4 note, 1/2 note, etc.) based on the results of Time Note. The Type of Note or Rest is located in 0330 to 038C.

Next comes Vertical Shift Determination,

from 0390 to 108A. This section determines where vertically to place the notes on the staff. After this comes Flat Entry, which decides if a black note was hit, and if so, enters a flat symbol. This part lies in 1090 to

10CA. The program then goes to Note Entry, from 10D0 to 117C, which actually enters the appropriate note based on information from previous sections.

After Note Entry, the program goes to Bars on Notes, from 1180 to 11FF. As its name implies, this section puts the appropriate number of horizontal bars on notes below or above the staff lines (only for highest or lowest note areas). This completes the processing for note entry, so the program now goes to Time Rest from 1200 to 122E. Here it times the silent interval between notes and then goes back to Type of Note or Rest to determine what type of rest to enter (i.e., 1/4 rest, 1/2 rest, etc.).

Then the program jumps to Rest Entry from 1230 to 1290 and enters the appropriate rest symbol. It finally jumps back to the control area and gets ready to read the next note. All graphics data (treble clef, flat, notes and rests) reside in 0200 to 02E7. A small section used to set the tempo is given in 1292 to 12E3. The small subroutine from 12F0 to 1304 vertically shifts notes before they are entered (this will be used more in future development for such things as key signature changes).

The following covers each section of the transcriber program in more detail.

#### Control Area

The X register is a pointer for the horizontal location of the next character cell entered on the screen. The hexadecimal value

1780	LDA	A9	84	Initialize.
1782	STA	8D	90 17	
1785	LDA	A9	00	
1787	STA	8D	8F 17	
178A	NOP	EA		Timing.
178B	LDX	A2	04	Load # of 8 line groups for display.
178D	CLC	18		
178E	JSR	20	00 84	1st line.
1791	ADC	69	20	Next line.
1793	STA	8D	8F 17	
1796	BCC	90	09	8 line group finished? No, Go to 17A1.
1798	INC	EE	90 17	Yes. Prepare for next 8 line group.
179B	DEX	CA		Decrement # of 8 line groups left.
179C	BNE	D0	EF	Finished? No, Go to 178D.
179E	JMP	4C	C2 17	Yes. Go to 17C2.
17A1	PHA	48		Timing.
17A2	PLA	68		
17A3	JMP	4C	8D 17	Go to scan next line.
<hr/>				
IRQ enters here				
17AA	PHA	48		Save Accumulator and X & Y registers.
17AB	TYA	98		
17AC	PHA	48		
17AD	TXA	8A		
17AE	PHA	48		
17AF	LDA	AD	46 17	Read timer.
17B2	EOR	49	FE	Adjust for interrupt jitter.
17B4	LSR	4A		
17B5	BCS	B0	00	
17B7	CLC	18		
17B8	ROL	2A		
17B9	STA	8D	BD 17	
17BC	JSR	20	00 60	
17BF	JMP	4C	80 17	Go to main part of scan program.
<hr/>				
17C2	LDA	A9	85	Set timer.
17C4	STA	8D	44 17	
17C7	LDX	A2	09	Delay before vertical sync.
17C9	LDY	A0	DF	
17CB	DEY	88		
17CC	BNE	D0	FD	
17CE	DEX	CA		
17CF	BNE	D0	F8	
17D1	LDY	A0	4B	
17D3	DEY	88		
17D4	BNE	D0	FD	
17D6	LDA	AD	00 E0	Vertical sync pulse.
17D9	PLA	68		Return Accumulator and X & Y registers.
17DA	TAX	AA		
17DB	PLA	68		
17DC	TAY	A8		
17DD	PLA	68		
17DE	RTI	40		

Listing 1. Scan program for 32 lines, 63-microsecond line time. Use module B, set switches on TVT 6-5/8 to "fast," "32," "-", "off." Load 17FE = AA, 17FF = 17 for interrupt vector.

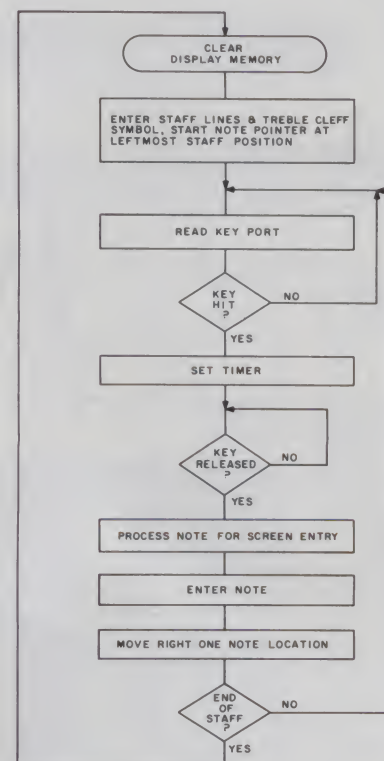


Fig. 4. Note Entry flowchart.



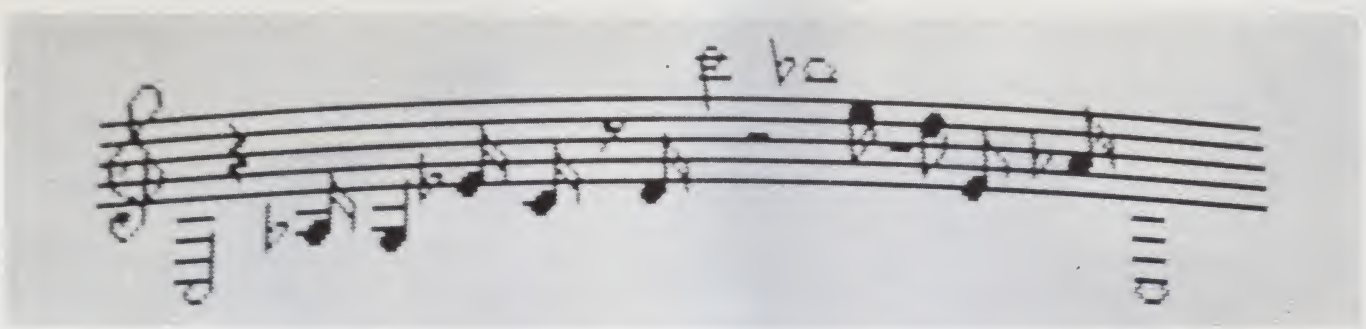


Photo 5. Closer view of actual music on TV monitor.

00 is the leftmost position, and the value 1F is the rightmost. The treble clef is a larger symbol than the flat, notes and rests. It is 32 lines vertically and two cells wide (16 dots wide). Therefore, to enter the treble clef symbol, you have to call the Enter Character Cell subroutine twice.

Also, after the treble clef symbol is entered, you want to enter flat and note symbols smaller than the treble clef symbol so you must change the character cell size from 32 to 14 lines (in line 0111). When a key is hit, the data goes into location 01B0.

#### Load Staff Bars

Five staff bars must be loaded, and each has a space of three lines between itself and the next staff bar. Display memory starts at location 0400, and the first staff bar begins in location 05E0. Thus, the first staff bar is the sixteenth line from the top of display memory (first line = 0400 to 041F, next line = 0420 to 043F, etc.).

#### Enter Character Cell

When entering a note or other symbol, you superimpose it over the staff lines so as not to erase part of the staff. Therefore, in line 0085, use the ORA instruction. Data is stored in memory in compressed form so it is read from memory in consecutive bytes (see line 008E). However, entering this data into display memory is not by consecutive bytes, but rather by consecutive rows (see line 0095).

#### Time Note

After the timer is read, store the time in location 03FF. Location 0306 holds the data for the basic unit of time. Whenever the time is counted down to zero (starting from the number given in 0306) add one to location 03FF. Thus, to vary the tempo, just change the data in 0306 (do this in the tempo section). Sometimes the keys bounce; you can eliminate this effect by not entering notes held less than or equal to one unit of time.

#### Type of Note or Rest

Memory byte 01B1 is used to store timing information for the last note or rest just hit.

If the most significant bit of data in 01B1 is 0, then the data refers to a note. If the most significant bit of 01B1 is 1, then the data refers to a rest.

The lower four bits of data in 01B1 tell the time code. If the lower four bits equal hexadecimal 0, then the note is too short to enter; if the lower four bits equal hex 2 we have a 1/16 note; hex 3 indicates a 1/8 note; hex 4 is a 1/4 note; hex 5 is a 1/2 note; and hex 6 is a whole note. The previous comments also apply to rest time codes, except 1/16 rests, which are ignored. For example, if location 01B1 = 04, then this indicates a 1/4 note, and if 01B1 = 84, we have a 1/4 rest.

The time code to store in 01B1 is determined as follows: Read the timer count in 03FF (this tells you the number of unit times that have elapsed). If this time is less than or equal to 01 (hex), then load 01B1 with 00 (time too short); if 03FF is less than or equal to 08 and greater than 01, then load 01B1 with 02 (to indicate a 1/16 note); if the data in 03FF is less than or equal to 10 and greater than 08, load 01B1 with 03 (code for 1/8 note); if the data in 03FF is less than or equal to 20 but greater than 10, load 01B1 with 04 (1/4 note); if 03FF is less than or equal to 40 but greater than 20, load 01B1 with 05 (1/2 note); if 03FF is greater than 40, load 01B1 with 06 (whole note).

The above codes apply for rests also (except the most significant bit in 01B1 must be 1 instead of 0).

#### Vertical Shift Determination

The first part of this section (from 0390 to 0399) checks the most significant bit of location 01B1 to determine if you just timed a note or a rest. If you timed a rest, immediately jump to the Rest Entry section and bypass the bulk of Vertical Shift Determination.

To vertically shift a note, you must modify the contents of locations 0086, 0087, 0089 and 008A in the Enter Character Cell section. For example, to shift one scan line down, you must add 20 (hex) to locations 0086 and 0089 (and if there is a carry, you must add 01 to locations 0087 and 008A as well).

To shift vertically on the staff from middle C to middle B (a half step) requires shifting down by two scan lines, and thus you must add 40 (hex) to locations 0086 and 0089 (and increment 0087 and 008A if a carry results). To shift down one octave requires shifting down by 14 scan lines, and thus you must add 20 (hex) to 0086 and 0089 14 times with appropriate carry treatment of 0087 and 008A. This is equivalent to adding C0 to 0086 and 0089 and 01 to 0087 and 008A.



Photo 6. Overall packaged system.



## Listing 2. Transcriber program.

Once the listings are loaded into memory, load 00F1 = 00, load 0100 as the starting address, and hit Go on the KIM 1. The staff lines and treble clef symbol will appear and you are ready to enter notes. Also be sure the interrupt switch added to the TVT board is on. Finally, be sure 1701 = 00 (direction of Port A is defined as an input).

### Clear Display Memory

0030	LDX	A2	08		X register is a counter multiplier.
0032	LDA	A9	00		Load Acc. with clear data.
0034	LDY	A0	00		Y register is a counter up to 256.
0036	STA	8D	00	04	Store clear data in memory byte.
0039	INC	EE	37	00	Next memory byte.
003C	DEY	88			Decrement counter.
003D	BNE	D0	F7		Counter zero? No. Go to 0036
003F	DEX	CA			Yes. Decrement counter multiplier.
0040	BEQ	F0	06		All cleared? Yes. Go to 0048.
0042	INC	EE	38	00	No. Increment hi-order memory location.
0045	JMP	4C	32	00	Jump to clear next 256 bytes.
0048	LDA	A9	04		Restore original starting point of display memory.
004A	STA	8D	38	00	

### Load Staff Bars

004D	LDA	A9	FF		Load Acc. with bar data.
004F	LDX	A2	1F		X register is a counter for line position.
0051	STA	9D	E0	05	Enter data for bar in memory.
0054	DEX	CA			Next memory byte.
0055	BNE	D0	FA		Line finished? No. Go to 0051.
0057	LDA	AD	52	00	Yes. Prepare for next bar line.
005A	CLC	18			
005B	ADC	69	80		
005D	STA	8D	52	00	
0060	BCC	90	03		
0062	INC	EE	53	00	
0065	LDA	A9	08		Finished last line?
0067	CMP	CD	53	00	
006A	BNE	D0	E1		No. Go to 004D.
006C	JMP	4C	73	00	Yes. Go to 0073.
006F	NOP	EA			006F to 0072 for future use.
0070	NOP	EA			
0071	NOP	EA			
0072	NOP	EA			
0073	LDA	A9	05		Restore starting memory locations.
0075	STA	8D	53	00	
0078	LDA	A9	E0		
007A	STA	8D	52	00	
007D	RTS	60			Return.

### Enter Character Cell

0080	LDY	A0	20		Load Y with # of rows in cell.
0082	LDA	AD	00	02	Load Acc. from data storage area.
0085	ORA	1D	00	04	Superimpose data of 1st row over staff lines.
0088	STA	9D	00	04	
008B	DEY	88			Next row.
008C	BEQ	F0	1A		Finished? Yes. Go to 00A8.
008E	INC	EE	83	00	No. Get next data byte.
0091	CLC	18			Move to next line down in display memory.
0092	LDA	AD	86	00	
0095	ADC	69	20		
0097	BCC	90	06		
0099	INC	EE	87	00	

If in Vertical Shift Determination you learn from 01B1 that you just timed a note, you first see if the highest note on the keyboard (highest C) was hit. If so, store 00 in locations 01B2 and 01B3. These two locations hold the shift data to be added to 0086 and 0089 and 0087 and 008A, respectively. By putting 00 in 01B2 and 01B3, you indicate no shifting (highest C is at the top and doesn't need to be shifted down). If highest C was not hit, check to see if the next lowest note (high B) was hit. If so, store 40 in 01B2 (add 20 twice) and store 00 in 01B3.

If high B was not hit, continue down the keyboard checking for the note that was hit. For every step down the staff the note represents, add 40 (hex) to 01B2 and increment 01B3 if there is a carry. For example, to go from highest C to high B is a step down the staff; to go from high B to high B flat is no step down the staff; to go from high B flat to high A is another step down the staff.

Also, when you find what note was hit, store 01 in location 01B5 if it is a black key and 00 if it is a white key.

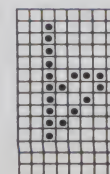
### Flat Entry

Here you check location 01B5 to see if a black (flatted note) was hit. If not, go directly to Note Entry. If a flatted note was hit, prepare to enter the flat symbol, enter it, increment the X register (move the screen pointer right one cell) and then go to Note Entry.

Be aware that the relative location of a flat symbol within the character cell is different from the relative location of a note symbol, and therefore the amount of vertical shifting for flat symbols is different from that for notes (see Note Entry and Fig. 5).

### Note Entry

You have several decisions to make here before the note symbol can be entered properly. First, determine the type of note based on data in 01B1 (i.e., 1/4 note, 1/2 note, etc.). Then determine if the note is in the upper or lower half of the staff. Notes (other than whole notes) in the upper half of the staff have vertical bars pointing down (▼); those in the lower half of the staff (except for whole notes) have vertical bars pointing up (▲). You arbitrarily choose notes above



FLAT SYMBOL

Fig. 5. Relative vertical position of flat symbol.



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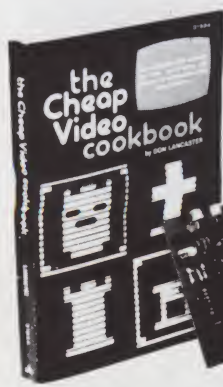
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009C	INC	EE	8A	00	
009F	STA	8D	86	00	
00A2	STA	8D	89	00	
00A5	JMP	4C	82	00	Go to enter next line.
00A8	LDA	A9	00		Finished. Restore initial conditions.
00AA	STA	8D	83	00	
00AD	STA	8D	86	00	
00B0	STA	8D	89	00	
00B3	LDA	A9	04		
00B5	STA	8D	87	00	
00B8	STA	8D	8A	00	
00BB	LDA	A9	02		
00BD	STA	8D	84	00	
00C0	RTS	60			Return.

#### Control Area

0100	JSR	20	30	00	Clear display & enter staff lines.
0103	LDX	A2	00		Pointer to leftmost screen position.
0105	LDA	A9	05		Prepare to enter left half of treble cleff.
0107	STA	8D	87	00	
010A	STA	8D	8A	00	
010D	JSR	20	80	00	Enter left half of treble cleff.
0110	INX	E8			Move pointer right one space.
0111	LDA	A9	20		Prepare to enter right half of treble cleff.
0113	STA	8D	83	00	
0116	LDA	A9	05		
0118	STA	8D	87	00	
011B	STA	8D	8A	00	
011E	JSR	20	80	00	Enter right half of treble cleff.
0121	LDA	A9	0E		Change character cell size to 8x14.
0123	STA	8D	81	00	
0126	LDA	A9	00		Initialize to indicate note timer, not rest timer.
0128	STA	8D	B1	01	
012B	INX	E8			Move pointer one space right.
012C	CPX	E0	20		End of screen?
012E	BCS	B0	0D		Yes. Go to 013D.
0130	LDA	AD	00	17	No. Read key port.
0133	STA	8D	B0	01	Store key data in 01B0.
0136	AND	29	40		Check strobe bit of key data.
0138	BNE	D0	F6		Key hit? No. Go to 0130.
013A	JMP	4C	00	03	Yes. Go to Time Note.
013D	LDA	A9	20		Prepare to clear staff and start over.
013F	STA	8D	81	00	
0142	JMP	4C	00	01	

#### Time Note

0300	LDA	A9	00		Initialize time in 03FF.
0302	STA	8D	FF	03	
0305	LDA	A9	30		Set timer. Data in 0306 is our unit of time.
0307	STA	8D	06	17	
030A	LDA	AD	00	17	Read key port.
030D	CMP	CD	B0	01	Key released?
0310	BNE	D0	13		Yes. Go to 0325.
0312	LDA	AD	06	17	
0315	NOP	EA			Avoid jitter.
0316	NOP	EA			
0317	BPL	10	06		One unit of time elapsed? No. Go to 031F.
0319	INC	EE	FF	03	Yes. Increment data in 03FF.
031C	JMP	4C	05	03	Go set timer and keep timing.
031F	NOP	EA			Avoid jitter.

high C to be in the upper half of the staff while high C and below are in the lower half.

Next, you need to add flags to a 1/8 or 1/16 note if it is in the lower half of the staff. Those 1/8 or 1/16 notes in the upper half of the staff do not need flags added on to them because the flags are contained within the note data cell.

This is more easily seen pictorially in Fig. 6. To add a flag to a lower half of staff 1/8 or 1/16 note, first enter a lower half of staff 1/4 note, increment the X register (move the pointer right one space) and then enter the flag.

Fig. 6 shows that the relative vertical position of upper and lower half of staff notes (other than whole notes) is different. This means that when preparing to enter notes, you must allow for a different vertical shift, depending on whether the note is in the upper or lower half of the staff. If the note is in the lower half, it must be shifted vertically up by eight scan lines. This is accomplished in lines 10F2 and 10F5, for example.

Also, be aware that the relative vertical position of the flat symbol is different from note symbols (see Fig. 5). With respect to the upper half of staff notes (other than whole notes), the body of the flat symbol is four scan lines lower than the body of the upper half of staff note. Therefore, upon entry, notes must be shifted four scan lines down; that is, the vertical shift data stored in 01B2 and 01B3 is based on the entry of a flat symbol. This data in 01B2 and 01B3 must be modified for note entry. You modify this in the subroutine Note Shift from 12F0 to 1304.

#### Bars on Notes

After all the previous steps of Note Entry are completed, you must check if the note entered was above or below the staff lines (i.e., if it was higher than high G or lower than middle D flat). If so, you must add horizontal bars to the note.

For example, a middle C half note gets one horizontal bar added (C), a low A half note gets two bars (A), and so on. There is a subtlety associated with adding horizontal bars to notes. If the note just entered is a lower half of staff note with flags, the X reg-

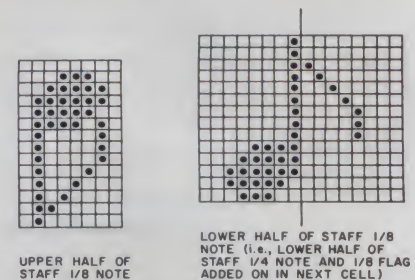


Fig. 6. Flags on upper and lower half of staff notes.



ister is now pointing to the cell containing the flags. In order to add horizontal bars to the note, you must move the pointer left one cell (decrement the X register) so that you are now pointing to the note cell, not the flag cell (see 11A9 and the next few lines following it).

### Time Rest

Having entered a note, proceed to this section and time the rest between the previous note and the next. This section is identical to the Time Note section, except you set the timer and keep timing until a key is hit. In Time Note, you set the timer and keep timing until a key is released.

The first two lines of this section (1200 and 1202) store 1 in the most significant bit of location 01B1 to indicate you are now timing a rest. The number of unit times elapsed is again stored in 03FF, and from Time Rest you go to Type of Note or Rest to store the time code in the lower four bits of 01B1.

### Rest Entry

Rest Entry is much easier than Note Entry, because there is no variation in vertical position for rests (notes vary vertically depending on what key was hit). You enter 1/8 and 1/4 rest symbols just as note symbols, but 1/2 and whole rest symbols are so small that they are entered directly by storing 3E hex (a small horizontal bar) in the appropriate memory byte (see lines 1276, 1278, 1289 and 128B).

### Tempo

Tempo lets you set the unit time interval in location 0306 and 120B via the keyboard.

Assume 0306 and 120B contain some number (it must be between 01 and 7F) representing the unit time code. This is the number from which the timer counts down to zero, representing one unit of time elapsed. Also assume you are bypassing Time Rest and Rest Entry, so that only notes are being timed and entered.

As you play the keyboard, Time Note will store in 03FF the number of unit times elapsed for the last note hit. This time in 03FF is the number of previous unit times elapsed (based on data in 0306 and 120B). You want to change 0306 and 120B so that the new unit time stored in them will make the time in 03FF represent a 1/4 note. In other words, the last note you hit will be the tempo of a 1/4 note after Tempo makes the necessary changes to 0306 and 120B.

Suppose the old tempo data in 0306 and 120B makes the time elapsed in 03FF for the last note hit a 1/2 note (i.e., the data in 03FF is between 20 and 40 hex). Then you must multiply the time in 0306 and 120B by 2. This will have the effect of dividing the data in 03FF by 2 (putting the data between

0320	NOP	EA			
0321	NOP	EA			
0322	JMP	4C	0A	03	Go to read key port.
0325	JMP	4C	30	03	Go to Type of Note or Rest.

### Type of Note or Rest

0330	LDA	A9	01		Load Acc. with time of bounced note.
0332	CMP	CD	FF	03	Is note greater than this time?
0335	BCC	90	03		Yes. Go to 1/16 note check.
0337	JMP	4C	00	12	No. Go to Time Rest (note bounced).
033A	LDA	A9	08		Load Acc. with 1/16 note time.
033C	CMP	CD	FF	03	Is note greater than this time?
033F	BCC	90	0E		Yes. Go to 1/8 note check.
0341	JSR	20	84	03	No. Prepare 01B1 for 1/16 time code.
0344	LDA	A9	02		
0346	ORA	0D	B1	01	
0349	STA	8D	B1	01	
034C	JMP	4C	90	03	Go to Vertical Shift Determination.
034F	LDA	A9	10		Load Acc. with 1/8 note time.
0351	CMP	CD	FF	03	Is note greater than this time?
0354	BCC	90	08		Yes. Go to 1/4 note check.
0356	JSR	20	84	03	Prepare 01B1 for 1/8 time code.
0359	LDA	A9	03		
035B	JMP	4C	46	03	
035E	LDA	A9	20		Load Acc. with 1/4 note time.
0360	CMP	CD	FF	03	Is note greater than this time?
0363	BCC	90	08		Yes. Go to 1/2 note check.
0365	JSR	20	84	03	No. Prepare 01B1 for 1/4 time code.
0368	LDA	A9	04		
036A	JMP	4C	46	03	
036D	LDA	A9	40		Load Acc. with 1/2 note time.
036F	CMP	CD	FF	03	Is note greater than this time?
0372	BCC	90	08		Yes. Go to whole note check.
0374	JSR	20	84	03	No. Prepare 01B1 for 1/2 time code.
0377	LDA	A9	05		
0379	JMP	4C	46	03	
037C	JSR	20	84	03	Prepare 01B1 for whole time code.
037F	LDA	A9	06		
0381	JMP	4C	46	03	
0384	LDA	A9	80		Subroutine to prepare 01B1.
0386	AND	2D	B1	01	
0389	STA	8D	B1	01	
038C	RTS	60			Return.

### Vertical Shift Determination

0390	LDA	A9	80		Did we just time a note?
0392	AND	2D	B1	01	
0395	BEQ	F0	03		Yes. Go to 039A.
0397	JMP	4C	30	12	No. Go to Rest Entry.
039A	LDA	A9	00		Initialize to indicate non-flatted note.
039C	STA	8D	B5	01	
039F	STA	8D	B3	01	Initialize hi-order shift data.
03A2	STA	8D	B2	01	Initialize low-order shift data.
03A5	JMP	4C	B7	03	Check for highest C hit.
03A8	LDA	AD	B2	01	Subroutine to prepare shift data.
03AB	CLC	18			
03AC	ADC	69	40		
03AE	STA	8D	B2	01	
03B1	BCC	90	03		
03B3	INC	EE	B3	01	



03B6	RTS	60			Return from shift data subroutine.
03B7	LDA	A9	B4		Was highest C hit?
03B9	CMP	CD	B0	01	
03BC	BNE	D0	03		No. Go to update shift data.
03BE	JMP	4C	90	10	Yes. Go to Flat Entry.
03C1	JSR	20	A8	03	Update shift data.
03C4	DEC	CE	B8	03	Was B hit?
03C7	LDA	AD	B8	03	
03CA	CMP	CD	B0	01	
03CD	BNE	D0	03		No. Go to check for B flat.
03CF	JMP	4C	90	10	Yes. Go to Flat Entry.
03D2	DEC	CE	B8	03	Was B flat hit?
03D5	LDA	AD	B8	03	
03D8	CMP	CD	B0	01	
03DB	BNE	D0	06		No. Go to update shift data.
03DD	INC	EE	B5	01	Yes. Prepare for flat.
03E0	JMP	4C	90	10	Go to Flat Entry.
03E3	JSR	20	A8	03	Prepare shift data.
03E6	DEC	CE	B8	03	Was A hit?
03E9	LDA	AD	B8	03	
03EC	CMP	CD	B0	01	
03EF	BNE	D0	03		No. Check for A flat.
03F1	JMP	4C	90	10	Yes. Go to Flat Entry.
03F4	DEC	CE	B8	03	Was A flat hit?
03F7	LDA	AD	B8	03	
03FA	JMP	4C	00	10	Out of Ram. Go to 1000.
1000	CMP	CD	B0	01	Was A flat hit (continued).
1003	BNE	D0	06		No. Go to update shift data.
1005	INC	EE	B5	01	Prepare for flat.
1008	JMP	4C	90	10	Go to Flat Entry.
100B	JSR	20	A8	03	Prepare shift data.
100E	DEC	CE	B8	03	Was G hit?
1011	LDA	AD	B8	03	
1014	CMP	CD	B0	01	
1017	BNE	D0	03		No. Check for G flat.
1019	JMP	4C	90	10	Yes. Go to Flat Entry.
101C	DEC	CE	B8	03	Was G flat hit?
101F	LDA	AD	B8	03	
1022	CMP	CD	B0	01	
1025	BNE	D0	06		No. Go to update shift data.
1027	INC	EE	B5	01	Yes. Prepare for flat.
102A	JMP	4C	90	10	Go to Flat Entry.
102D	JSR	20	A8	03	Prepare shift data.
1030	DEC	CE	B8	03	Was F hit?
1033	LDA	AD	B8	03	
1036	CMP	CD	B0	01	
1039	BNE	D0	03		No. Go to update shift data.
103B	JMP	4C	90	10	Yes. Go to Flat Entry.
103E	JSR	20	A8	03	Prepare shift data.
1041	DEC	CE	B8	03	Was E hit?
1044	LDA	AD	B8	03	
1047	CMP	CD	B0	01	
104A	BNE	D0	03		No. Check E flat.
104C	JMP	4C	90	10	Yes. Go to Flat Entry.
104F	DEC	CE	B8	03	Was E flat hit?
1052	LDA	AD	B8	03	
1055	CMP	CD	B0	01	
1058	BNE	D0	06		No. Go to update shift data.
105A	INC	EE	B5	01	Yes. Prepare for flat.
105D	JMP	4C	90	10	Go to Flat Entry.
1060	JSR	20	A8	03	Prepare shift data.
1063	DEC	CE	B8	03	Was D hit?
1066	LDA	AD	B8	03	
1069	CMP	CD	B0	01	

10 and 20 hex; i.e., a 1/4 note).

In general, then, what Tempo does is read the time elapsed in 03FF based on the previous unit time stored in 0306 and 120B. If 03FF is greater than a 1/4 note (i.e., greater than 20 hex), keep dividing the data in 03FF by 2 until 03FF contains a number between 10 and 20 hex. For every division of 03FF by 2, multiply the data in 0306 and 120B by 2. If 03FF contains data less than a 1/4 note (i.e., less than 10 hex), keep multiplying the data in 03FF by 2 until 03FF contains a number between 10 and 20 hex. For every multiplication of 03FF by 2, divide the data in 0306 and 120B by 2.

Here is how to use Tempo. Hit the stop key on the KIM during normal operation of the whole system. Change the data in line 1200 to 1200 JMP 4C 2B 01 (this will bypass Time Rest and Rest Entry). Hit the PC key on the KIM and then hit Go. This will resume normal operation (except rests will not appear).

Now play any number of notes on the keyboard until you get the feel of the tempo you want. The length of time you hold the last key hit represents the tempo of your new quarter note. Now hit Stop on the KIM, load 00F1 with 00, load 1292 into the address display on the KIM (the starting address) and hit Go. The screen will appear with the staff lines and no notes. You are ready to play again, with the new tempo all prepared for you in 0306 and 120B by Tempo.

#### Future Goals

The music transcriber system discussed here is only the beginning of what might become known as a "music processor" in analogy with current word processors. For now, the system has demonstrated its feasibility as a powerful tool to aid in music composition. The future developments are mostly a matter of expanding software, but to achieve polyphony, some hardware modification will also be necessary. There is really no limit to the embellishments you can add, but here are the most pressing goals:

- Add measure bars to video display.
- Make several passes over video data to put it into more readable, standard sheet music format.
- Handle notes and rests held longer than a whole note and time notes and rests finer to incorporate dotted notes and rests.
- Add more video display (more than one set of staff lines).
- Transcribe key signatures (enter tune in one key, then let processor transcribe to a different key).
- Store several pages of sheet music in memory and be able to scroll through the pages.
- True polyphony (enter more than single



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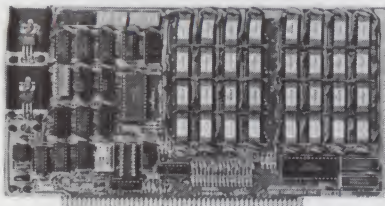
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106C	BNE	D0	03		No. Check D flat.
106E	JMP	4C	90	10	Yes. Go to Flat Entry.
1071	DEC	CE	B8	03	Was D flat hit?
1074	LDA	AD	B8	03	
1077	CMP	CD	B0	01	
107A	BNE	D0	06		No. Go to update shift data.
107C	INC	EE	B5	01	Yes. Prepare for flat.
107F	JMP	4C	90	10	Go to Flat Entry.
1082	JSR	20	A8	03	Prepare shift data.
1085	DEC	CE	B8	03	Check next lower octave.
1088	JMP	4C	B7	03	

#### Flat Entry

1090	LDA	A9	B4		Reset initial conditions for Vertical Shift
1092	STA	8D	B8	03	Determination.
1095	LDA	AD	B5	01	Was flat hit?
1098	BEQ	F0	0D		No. Go to Note Entry.
109A	LDA	A9	40		Prepare for flat entry.
109C	JSR	20	AA	10	Call prepare to enter subroutine.
109F	INX	E8			Move pointer right one space.
10A0	CPX	E0	20		End of screen?
10A2	BCC	90	03		No. Go to Note Entry.
10A4	JMP	4C	3D	01	Yes. Go clear staff and start over.
10A7	JMP	4C	D0	10	Go to Note Entry.
10AA	STA	8D	83	00	Prepare to enter subroutine.
10AD	LDA	AD	86	00	Prepare to enter subroutine (continued).
10B0	CLC	18			
10B1	ADC	6D	B2	01	
10B4	STA	8D	86	00	
10B7	STA	8D	89	00	
10BA	LDA	AD	87	00	
10BD	CLC	18			
10BE	ADC	6D	B3	01	
10C1	STA	8D	87	00	
10C4	STA	8D	8A	00	
10C7	JSR	20	80	00	
10CA	RTS	60			

#### Note Entry

10D0	LDA	AD	B1	01	Was whole note hit?
10D3	CMP	C9	06		
10D5	BNE	D0	08		No. Check for 1/2 note.
10D7	LDA	A9	86		Prepare to enter note and enter it.
10D9	JSR	20	F0	12	
10DC	JMP	4C	80	11	Go to Bars on Notes.
10DF	LDA	AD	B1	01	Was 1/2 note hit?
10E2	CMP	C9	05		
10E4	BNE	D0	17		No. Check for 1/4 note.
10E6	LDA	A9	A8		Note in upper half?
10E8	CMP	CD	B0	01	
10EB	BCS	B0	05		No. Go to lower half of staff 1/2 note.
10ED	LDA	A9	78		Prepare and enter upper half 1/2 note.
10EF	JMP	4C	D9	10	
10F2	DEC	CE	87	00	Prepare and enter lower half 1/2 note.
10F5	DEC	CE	8A	00	
10F8	LDA	A9	6A		
10FA	JMP	4C	D9	10	
10FD	LDA	AD	B1	01	Was 1/4 note hit?
1100	CMP	C9	04		
1102	BNE	D0	17		No. Go check 1/8 note.
1104	LDA	A9	A8		1/4 note in upper half?

notes at a time; e.g., chords).

- Provide hard-copy printout.
- Allow transcriber to operate in reverse (play notes stored in memory back through the keyboard).
- Handle left-hand keyboard entry (bass clef).
- Adapt to full 88-note keyboard.

#### Conclusions

Producing perfect sheet music in real time is the ultimate goal of music transcription. Even if this goal may never be reached, the music transcriber system is a beginning. From the basics described here, it should be possible to eventually evolve a highly sophisticated music processor, analogous to today's word processors. We may even see written music progress to the point where it will be written in color and three dimensions. Music transcribers will be able to keep pace with such future developments. ■

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- Lancaster, Don. *The Cheap Video Cookbook*. Indianapolis, IN: Howard W. Sams, 1978.
- MCS 6500 Microcomputer Family Programming Manual*. Norristown, PA: MOS Technology, Inc., 1976.
- PAIA Digitally Encoded Keyboard Manual (P) 8782A*. Available from PAIA Electronics, 1020 W. Wilshire Blvd., Oklahoma City, OK 73116.
- Raskin, Jef. "Using the Computer as a Musician's Amanuensis," *Byte* (April 1980), 18-28.
- Notes*. Available from PAIA Electronics.

Here is a list of costs and suppliers for the building blocks of a music transcriber system:

#### KIM-1 microcomputer

MOS Technology  
950 Rittenhouse Road  
Norristown, PA 19401  
\$180

#### TVT 6-5/8 video board (kit)

PAIA Electronics  
1020 W. Wilshire Blvd.  
Oklahoma City, OK 73116  
\$45

#### PAIA 8782 digitally encoded keyboard (kit)

\$120

#### PAIA EK-6 3-octave tone board (or build your own)

\$30

#### 4K memory board (build your own)

About \$80

#### Radio Shack cassette recorder

About \$40

#### Power supply (build or buy)

5 volts at 2 amps, 12 volts at 1/2 amp

About \$60

#### Modified TV or monitor

\$100 to \$250

**Total Cost—\$650**



1106 CMP CD B0 01  
1109 BCS B0 05  
  
110B LDA A9 5C  
110D JMP 4C D9 10  
1110 DEC CE 87 00  
1113 DEC CE 8A 00  
  
1116 LDA A9 4E  
1118 JMP 4C D9 10  
111B LDA AD B1 01  
111E CMP C9 03  
  
1120 BNE D0 3A  
1122 LDA A9 A8  
1124 CMP CD B0 01  
1127 BCC 90 26  
  
1129 DEC CE 87 00  
112C DEC CE 8A 00  
112F LDA A9 4E  
1131 JSR 20 F0 12

No. Go to lower half 1/4 note.

Prepare and enter upper half 1/4 note.

Prepare and enter lower half 1/4 note.

Was 1/8 note hit?

No. Check 1/16 note.

Yes. 1/8 note in lower half?

No. Go to upper half 1/8 note.

Prepare and enter lower half 1/4 note (for 1/8 or 1/16 note).

Move pointer right one space.

End of screen?

No. Continue.

Yes. Clear staff and start over.

Prepare and enter flags for lower half 1/8 or 1/16 note.

(don't call 12F0 because then flags are shifted twice).

Restore lower half 1/8 flag initialization.

Go to Bars on Notes.

Prepare and enter upper half 1/8 or 1/16 note.

Restore 1/8 upper half flag initialization.

Go to Bars on Notes.

Was 1/16 note hit?

Yes. Continue.

No. Don't enter note. Go to Time Rest.

1/16 note in lower half?

No. Go to upper half 1/16 note.

Yes. Prepare and enter lower half 1/16 note.

Prepare and enter upper half 1/16 note.

#### Bars on Notes

1180 LDA AD B0 01 Load Acc. with data of key.  
1183 CMP C9 B4 Was highest C hit?  
1185 BNE D0 0B No. Go to check next set of notes.  
1187 LDA A9 FF Yes. Enter two bars above staff.  
  
1189 STA 9D E0 04  
118C STA 9D 60 05  
118F JMP 4C 00 12 Go to Time Rest.  
1192 CMP C9 B0 Was high B, B flat, A, or A flat hit?  
  
1194 BCC 90 05 No. Go to check for non-barred note.  
1196 LDA A9 0F Yes. Enter one bar above staff.  
1198 JMP 4C 8C 11  
119B CMP C9 9D Was non-barred note hit?  
  
119D BCC 90 03 No. Continue.

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119F	JMP	4C	00	12	Yes. Go to Time Rest.
11A2	LDA	AD	B1	01	Was 1/8 or 1/16 note hit?
11A5	CMP	C9	04		
11A7	BCS	B0	05		No. Go to check low octave.
11A9	DEX	CA			Yes. Move pointer left one space.
11AA	BPL	10	02		If not off screen, go check low octave.
11AC	LDX	A2	02		Reset pointer to leftmost screen position.
11AE	LDA	AD	B0	01	Load Acc. with key data.
11B1	CMP	C9	93		Was low C, D flat, or D hit?
11B3	BCS	B0	11		No. Go to check next set of notes.
11B5	LDA	A9	FF		Yes. Enter four bars below staff.
11B7	STA	9D	E0	09	
11BA	STA	9D	60	09	
11BD	STA	9D	E0	08	
11C0	STA	9D	60	08	
11C3	JMP	4C	E4	11	Go to adjust screen pointer.
11C6	CMP	C9	96		Was low E flat, E, or F hit?
11C8	BCS	B0	05		No. Go to check next set of notes.
11CA	LDA	A9	FF		Yes. Enter three bars below staff.
11CC	JMP	4C	BA	11	
11CF	CMP	C9	9A		Was low G flat, G, A flat, or A hit?
11D1	BCS	B0	05		No. Go to check next set of notes.
11D3	LDA	A9	FF		Yes. Enter two bars below staff.
11D5	JMP	4C	BD	11	
11D8	CMP	C9	9D		Was low B flat, B, or middle C hit?
11DA	BCS	B0	05		No. Go to Time Rest.
11DC	LDA	A9	FF		Yes. Enter one bar below staff.
11DE	JMP	4C	C0	11	
11E1	JMP	4C	00	12	Go to Time Rest.
11E4	LDA	AD	B0	01	Adjust screen pointer.
11E7	CMP	C9	9D		Was lowest octave hit?
11E9	BCC	90	03		Yes. Continue.
11EB	JMP	4C	00	12	No. Go to Time Rest.
11EE	LDA	AD	B1	01	Was 1/8 or 1/16 note hit?
11F1	CMP	C9	04		
11F3	BCS	B0	08		No. Go to Time Rest.
11F5	INX	E8			Yes. Move pointer right one space.
11F6	CPX	E0	20		End of screen?
11F8	BCC	90	03		No. Go to Time Rest.
11FA	JMP	4C	3D	01	Yes. Clear staff and start over.
11FD	JMP	4C	00	12	Go to Time Rest.

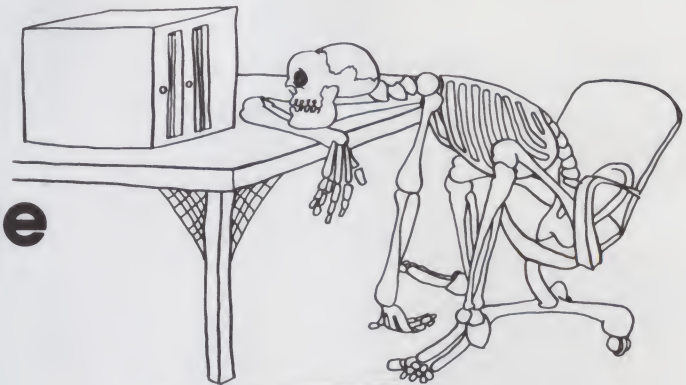
### Time Rest

1200	LDA	A9	80		Initialize to indicate timing of a rest,
1202	STA	8D	B1	01	not a note.
1205	LDA	A9	00		Clear 03FF of previous time.
1207	STA	8D	FF	03	
120A	LDA	A9	30		Load unit of time and start timer.
120C	STA	8D	06	17	
120F	LDA	AD	00	17	Read key port.
1212	STA	8D	B0	01	Store data in 01B0.
1215	AND	29	40		Key hit?
1217	BNE	D0	03		No. Continue.
1219	JMP	4C	3A	03	Yes. Go to Type of Note or Rest.
121C	LDA	AD	06	17	Read timer.
121F	NOP	EA			Avoid jitter.
1220	NOP	EA			
1221	BPL	10	08		One unit of time elapsed? No. Go read key port.
1223	INC	EE	FF	03	Yes. Increment time in 03FF.
1226	BNE	D0	E2		Very long rest? No. Go start timer.
1228	JMP	4C	26	01	Yes. Don't enter rest. Go read next note.
122B	NOP	EA			
122C	JMP	4C	0F	12	Go to read key port.



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## Rest Entry

1230	LDA	AD	B1	01	Get time code in 01B1.
1233	AND	29	7F		Clear most significant bit.
1235	STA	8D	B1	01	
1238	CMP	C9	03		Is this the time of a 1/8 rest or greater?
123A	BCS	B0	03		Yes. Continue.
123C	JMP	4C	2B	01	No. Go read next note.
123F	LDA	A9	03		Is this a 1/8 rest?
1241	CMP	CD	B1	01	
1244	BNE	D0	1C		No. Check for 1/4 rest.
1246	LDA	A9	CC		Yes. Enter 1/8 rest.
1248	STA	8D	83	00	
124B	LDA	A9	06		
124D	STA	8D	87	00	Enter 1/8 rest (continued).
1250	STA	8D	8A	00	
1253	LDA	A9	00		Lines 1253 to 1258 are unnecessary but are provided for future developments.
1255	STA	8D	86	00	
1258	STA	8D	89	00	
125B	INX	E8			
125C	JSR	20	80	00	
125F	JMP	4C	2B	01	Go read next note.
1262	LDA	A9	04		Is this a 1/4 rest?
1264	CMP	CD	B1	01	
1267	BNE	D0	05		No. Check for 1/2 rest.
1269	LDA	A9	DA		Enter 1/4 rest.
126B	JMP	4C	48	12	
126E	LDA	A9	05		Is this a 1/2 rest?
1270	CMP	CD	B1	01	
1273	BNE	D0	09		No. Check for whole rest.
1275	INX	E8			Enter 1/2 rest.
1276	LDA	A9	3E		
1278	STA	9D	C0	06	
127B	JMP	4C	2B	01	Go read next note.
127E	LDA	A9	06		Is this a whole rest?
1280	CMP	CD	B1	01	
1283	BEQ	F0	03		Yes. Continue.
1285	JMP	4C	2B	01	No. Go read next note.
1288	INX	E8			Enter whole rest.
1289	LDA	A9	3E		
128B	STA	9D	00	07	
128E	JMP	4C	2B	01	Go read next note.

## Tempo

1292	LDA	AD	FF	03	Get time of last key hit.
1295	CMP	C9	21		Is time greater than maximum 1/4 note time?
1297	BCC	90	0F		No. Go check minimum 1/4 note time.
1299	CLC	18			Yes. Divide data in 03FF by 2.
129A	ROR	6E	FF	03	Divide data in 03FF (continued).
129D	CLC	18			Multiply data in 0306 and 120B by 2.
129E	ROL	2E	06	03	
12A1	CLC	18			
12A2	ROL	2E	0B	12	
12A5	JMP	4C	92	12	Go check 03FF now.
12A8	CMP	C9	10		Is time less than minimum 1/4 note time?
12AA	BCS	B0	0F		No. Go prepare main program.
12AC	CLC	18			Yes. Multiply data in 03FF by 2.
12AD	ROL	2E	FF	03	
12B0	CLC	18			Divide data in 0306 and 120B by 2.
12B1	ROR	6E	06	03	
12B4	CLC	18			
12B5	ROR	6E	0B	12	
12B8	JMP	4C	92	12	Go check 03FF now.



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12BE LDA A9 20  
12BD STA 8D 81 00  
12C0 LDA A9 A9  
12C2 STA 8D 00 12  
12C5 LDA A9 80

12C7 STA 8D 01 12  
12CA LDA A9 8D  
12CC STA 8D 02 12  
12CF LDA AD 06 03

12D2 BPL 10 0B  
12D4 LDA A9 7F  
12D6 STA 8D 06 03  
12D9 STA 8D 0B 12

12DC JMP 4C 00 01  
12DF BEQ F0 F3  
12E1 JMP 4C 00 01

Prepare main program for initial clear display, ready to begin anew.

Check to see if new tempo is valid.

Too long? No. Go to check if too short. Yes. Enter longest allowed tempo.

Exit to beginning of main program.  
Too short? Yes. Go enter longest tempo.  
No. Exit to beginning of main program.

### Note Shift

12F0 STA 8D 83 00  
12F3 CLC 18  
12F4 LDA AD B2 01  
12F7 ADC 69 80

Store low order location of note data. Shift down 4 scan lines.

12F9 STA 8D B2 01  
12FC BCC 90 03  
12FE INC EE B3 01  
1301 JSR 20 AD 10

Enter note.

1304 RTS 60

Return.

Listing 3. Vertical display location of various keys.

### Graphics Data

#### Treble Cleff

0200 00  
0201 00  
0202 01  
0203 02  
0204 02  
0205 02  
0206 02  
0207 FF  
0208 02  
0209 03  
020A 03  
020B FF  
020C 08  
020D 10  
020E 20  
020F FF  
0210 24  
0211 28  
0212 20  
0213 FF  
0214 10  
0215 08  
0216 03  
0217 FF  
0218 00  
0219 0E  
021A 1E  
021B 14  
021C 10  
021D 09  
021E 06  
021F 00  
0220 70  
0221 88

0222 08  
0223 08  
0224 08  
0225 10  
0226 20  
0227 FF  
0228 80  
0229 00  
022A 00  
022B FF  
022C 80  
022D 40  
022E 40  
022F FF  
0230 50  
0231 48  
0232 48  
0233 FF  
0234 48  
0235 50  
0236 60  
0237 FF  
0238 40  
0239 40  
023A 40  
023B 40  
023C 80  
023D 00  
023E 00  
023F 00

Flat Symbol  
0240 00  
0241 20  
0242 20  
0243 20  
0244 20

0245 2E  
0246 32  
0247 24  
0248 28  
0249 30  
024A 20  
024B 00  
024C 00  
024D 00

#### Lower half 1/4 note

024E 01  
024F 01  
0250 01  
0251 01  
0252 01  
0253 01  
0254 01  
0255 01  
0256 01  
0257 0F  
0258 1F  
0259 3F  
025A 3E  
025B 1C

#### Upper half 1/4 note

025C 00  
025D 1C  
025E 3E  
025F 7E  
0260 7C  
0261 78  
0262 40  
0263 40  
0264 40  
0265 40



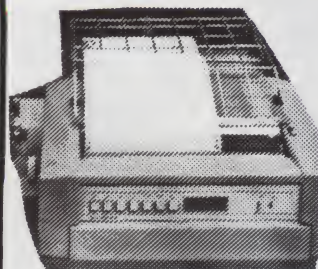


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0266 40  
0267 40  
0268 40  
0269 40

### **Lower half 1/2 note**

026A 01  
026B 01  
026C 01  
026D 01  
026E 01  
026F 01  
0270 01  
0271 01  
0272 01  
0273 0F  
0274 11  
0275 21  
0276 22  
0277 1C

### **Upper half 1/2 note**

0278 00  
0279 1C  
027A 22  
027B 42  
027C 44  
027D 78  
027E 40  
027F 40  
0280 40  
0281 40  
0282 40  
0283 40  
0284 40  
0285 40

### **Whole note**

0286 00  
0287 3C  
0288 42  
0289 81  
028A 42  
028B 3C  
028C 00  
028D 00  
028E 00  
028F 00  
0290 00  
0291 00  
0292 00  
0293 00

### **Upper half 1/8 note**

0294 00  
0295 1C  
0296 3E  
0297 7E  
0298 7C  
0299 7A  
029A 42  
029B 42  
029C 42  
029D 44  
029E 48  
029F 50  
02A0 60  
02A1 40

### **Upper half 1/16 note**

02A2 00  
02A3 1C  
02A4 3E  
02A5 7E

02A6 7E  
02A7 7A  
02A8 46  
02A9 4A  
02AA 52  
02AB 64  
02AC 48  
02AD 50  
02AE 60  
02AF 40

### **Lower half 1/8 flag**

02B0 00  
02B1 00  
02B2 80  
02B3 40  
02B4 20  
02B5 10  
02B6 08  
02B7 08  
02B8 08  
02B9 00  
02BA 00  
02BB 00  
02BC 00  
02BD 00

### **Lower half 1/16 flags**

02BE 00  
02BF 00  
02C0 80  
02C1 40  
02C2 20  
02C3 90  
02C4 48  
02C5 28  
02C6 18

02C7 08  
02C8 08  
02C9 08  
02CA 00  
02CB 00

### **1/8 rest**

02CC 00  
02CD 00  
02CE 00  
02CF 00  
02D0 32  
02D1 3C  
02D2 08  
02D3 10  
02D4 20  
02D5 40  
02D6 00  
02D7 00  
02D8 00  
02D9 00

### **1/4 rest**

02DA 00  
02DB 20  
02DC 10  
02DD 18  
02DE 0C  
02DF 18  
02E0 30  
02E1 18  
02E2 0C  
02E3 3C  
02E4 30  
02E5 10  
02E6 08  
02E7 00



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Tape recorder for storing or retrieving programs	Yes	Yes
Use your own TV (Save \$\$)	Yes	No
Expandable to 48,000 characters of in computer memory	Yes	Yes
Use TRS-80 expansion interface	Yes	Yes
Expandable to 4 floppy disk drives (over 100,000 characters of storage on each one!)	Yes	Yes
Telephone Communications available: connect to large computers/electronic mail etc	Yes	Yes
1000's of ready made programs available for "educational" and "scientific" applications?	Yes	Yes
Printers available	Yes	Yes
High Speed Z80 CPU	Yes	Yes
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But isn't the program your preparation

for playing the composition? Certainly it might be, but whether it really is remains open to question, because performance involves an uncomfortably substantial quantity of the unknown. Power can fluctuate, and with it a program may disappear. Temperature can change suddenly or subtly, and with that the tuning may go astray. Performing musicians may get lost, sprint ahead or introduce unexpected bends in the rhythm. And the very nature of performance involves creative improvisation, something

as yet unheard of in computerdom.

These dilemmas are not new, and each of the recent generations of sound production chips has attempted to handle them differently. Computer-bus-compatible devices, such as the General Instrument and Texas Instruments integrated circuits, can be rock stable under crystal timing, but suffer from a distinct inability to retune unless clocked by temperature-sensitive oscillators. Moreover, a lost program renders these chips useless.

On the other hand, analog processors are subject to tuning vagaries and, more than any other weakness, do not permit consistently accurate reproduction of the timbre and envelope scored by the composer.

This article describes the construction of a basic modular synthesizer using the SN76477 complex sound generator made by Texas Instruments. This sound generator is an analog unit, and thus suffers from many of the deficiencies of the genre, but it can be used, if needed, without the help of a computer. Furthermore, the synthesizer is modular and can be expanded with filters and keyboards into a stand-alone unit with unlimited voices; or, up to 16 units can be run by a microcomputer such as the TRS-80.

The heart of the device, the SN76477 sound chip, was designed by TI using traditional analog synthesizer architecture. It contains two voltage-controlled oscillators, one for pitch and the other for modulation; an envelope with variable attack, sustain

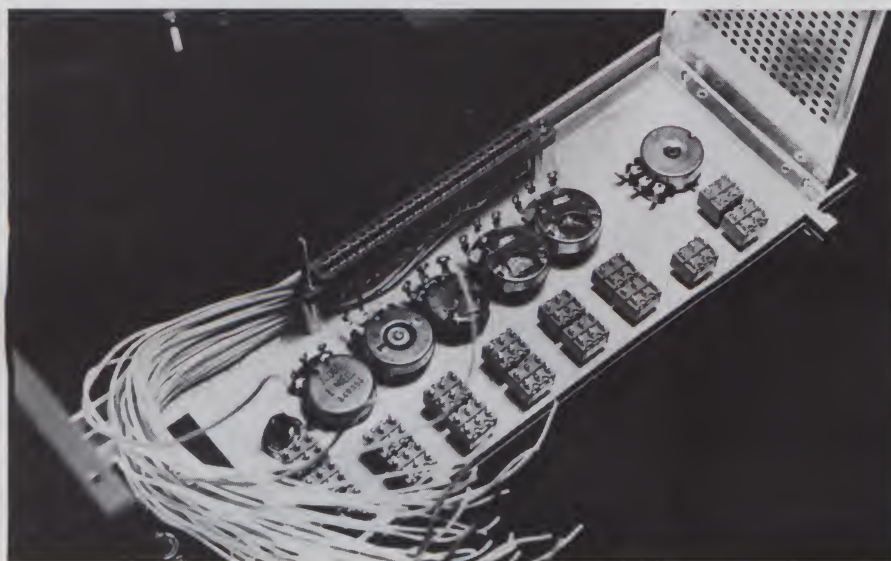


Photo 1. Synthesizer components mounted in place before wiring.



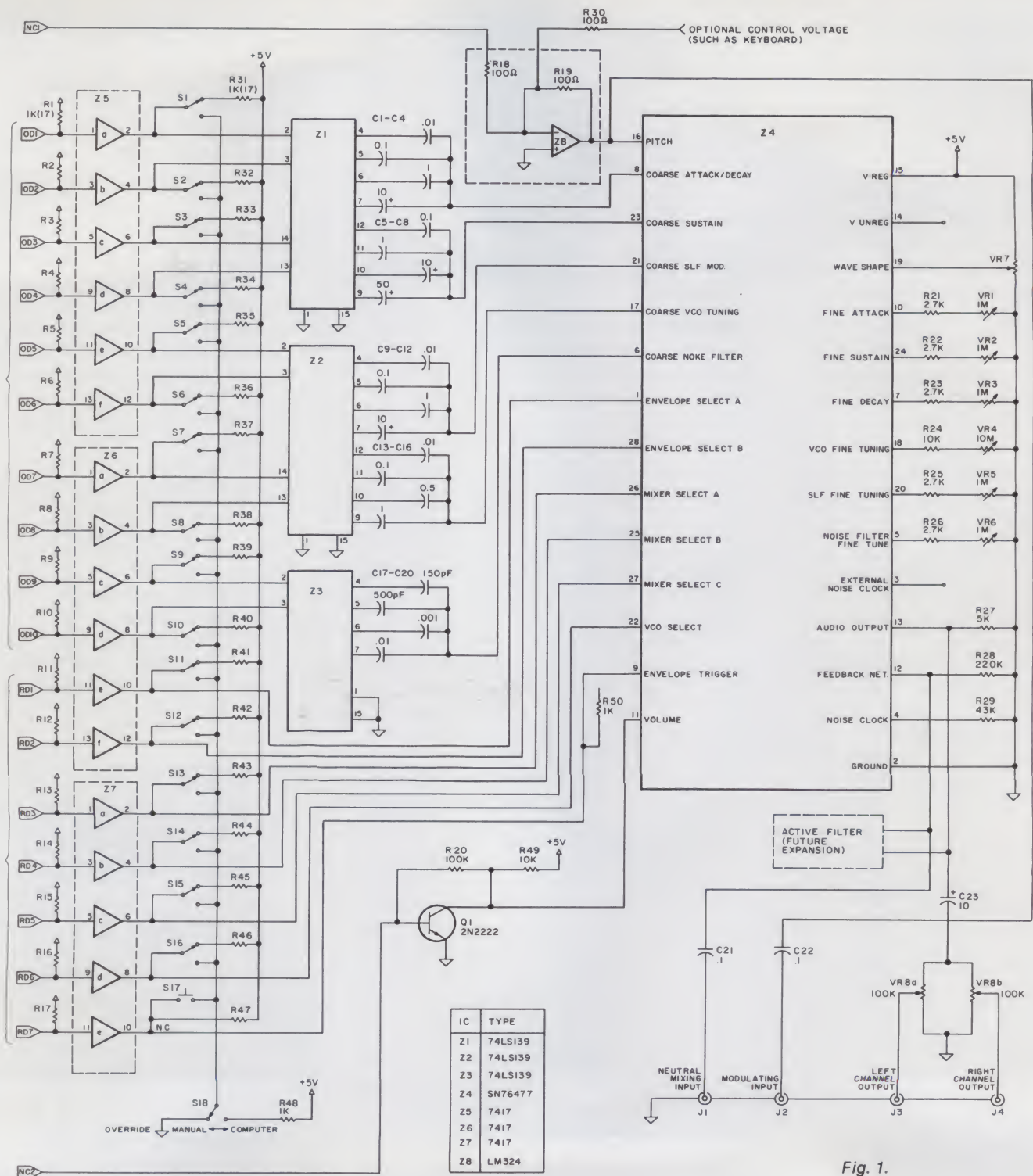


Fig. 1.

and decay; a noise generator; mixer; input/output; and control logic. It is capable of being interfaced to a keyboard, pedals or other electromechanical control devices; it can be dedicated as a noisemaker or game attachment; and, using simple logic and digital-to-analog conversion, it can be directed by a microcomputer.

Unlike the 8038, former golden boy of sound generator chips, the SN76477 presents only square waves at its output; con-

version into sine or triangle (both performed by the 8038) or sawtooth waves, as well as analog filtering functions, are up to the user. And, unfortunately, a voltage-controlled amplifier was not designed into the SN76477, likewise leaving that important function to the user.

#### The Circuit

Only the SN76477 chip is needed for a stand-alone synthesizer, but interfacing mi-

crocomputer control logic demands a few extra inexpensive integrated circuits. In Fig. 1, Z5, Z6 and Z7 are buffers that permit the logic signals to be fed from the computer. Open-collector circuits are specified so that manual switches can be used when the synthesizer is played without the microcomputer. Ordinary TTL circuits would be damaged if their outputs were shorted to ground for long periods.

The first group of buffered outputs from



Z5 and Z6a-d (or the manual toggle switches) run in pairs to the inputs of the dual two-line to four-line demultiplexers, Z1, Z2 and Z3. These devices interpret the line pairs as binary 00, 01, 10 and 11, selecting one of four outputs for each input number. The selected output swings to ground, thereby switching its respective capacitor into the sound generator's circuit.

Similarly, the second group of buffered outputs (Z6e-f and Z7) includes the logic control lines used for selecting envelope, mixer and other functions. The last of these (S17) is a push button controlling the envelope trigger. The control lines can also be used as sophisticated multiplexers, but that is beyond the scope of this simple unit (see the SN76477 data and applications sheets for details).

A variable-voltage output is fed to pin 16 of the sound generator; the higher the input voltage, the lower the pitch will be. For use with the TRS-80 interface described elsewhere in this issue ("Build a TRS-80-to-Synthesizer Interface," p. 32), or with other positive digital-to-analog converters, the optional inverting DC amplifier (Z8, R18 and R19) may be included. Software can also invert the signal.

The amplitude of the sound generator's output is normally determined by the resistance at pin 11, but by using a second variable-voltage input line and the components including Q1, the volume can be varied by

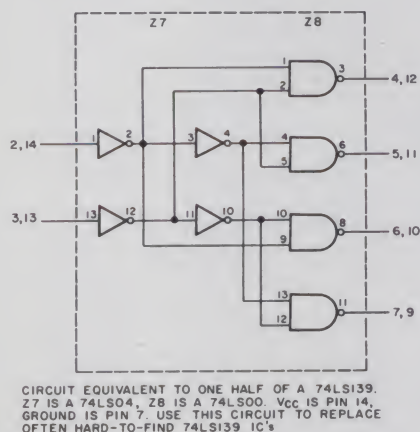


Fig. 2.

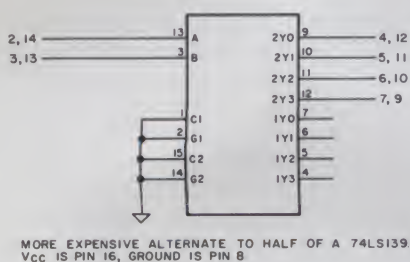


Fig. 3.

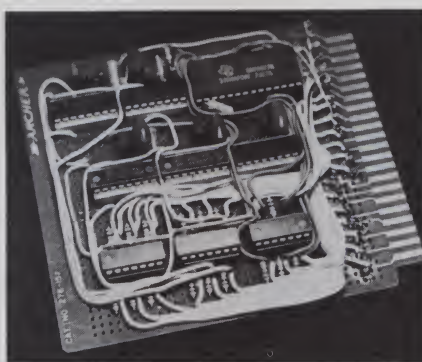


Photo 2. The wired sound generator board. SN76477 is 28-pin chip at the top right; I used 74LS155 decoders during a shortage of 74LS139s.

the microprocessor's output signals.

A simple, unaltered input is provided at J1, as well as an input (J2) to modulate the voltage-controlled oscillator at pin 16. The chip has an internal operational amplifier, and active filtering of the waveform can be inserted in the feedback network accessible at pin 12. A sine/triangle/ramp converter might also be included before the final output. Performance-time controls (VR1 to VR8) are for attack, sustain, decay, tuning, waveshape, noise and panning across two stereo channels (J3 and J4).

A well-regulated +5 V is needed at pin 15 to operate the circuit, or a stable +7.5 to +8 V can be applied instead to pin 14. Since +5 V will also be needed to operate the TTL logic, I recommend construction of a single regulated power supply.

The hardware for building the unit is commonplace and not critical, except that the capacitors in the tuning circuits should be high-quality, temperature-stable units. A vernier dial might be used for accurately controlling the VCO potentiometer. Best of all, in terms of simplicity, much of this hardware (such as switches and potentiometers) is optional and entirely dependent on your needs. My prototype (see Photo 1), for example, does not include waveshape or panning controls, but has been expanded with voltage-in and voltage-out jacks.

## Operation

Full use of the sound device requires both computer and manual control. The computer controls are signals from the data bus, latched and fed to the synthesizer; a total of 17 of these are needed for a complete system, but a single, latched, eight-bit data byte will provide enough control information for basic operation of the sound generator.

The manual controls—both switches and potentiometers—can be used to activate the unit. A keyboard with a linear voltage output can be input at VC1, and a foot pedal

at VC2, thus simulating the analog outputs of the computer interface. You can tune and play the instrument as any monophonic performance synthesizer. A preamplified microphone can be attached to the mixing input, and guitar modulation can be introduced at J2. You can apply the results to an amplifier for a full-featured performing instrument.

## Construction

Because of the increasing number of data and control lines needed for additional synthesizer channels, I recommend modular construction. Each channel should be separately assembled and tested, although a common, well-regulated power supply may feed all the synthesizers.

You can use any form of construction for this analog mini-synthesizer, including wire-wrapping and soldered prototyping.

First of all, when you purchase the SN76477 sound chip, be sure to obtain a copy of the data and applications sheets. The number of useful combinations of the 28 pins of this chip exhausts the imagination; you will need these sheets even to set up the simplest sequence of sounds. And don't be distressed by the engineer's habit of using terms such as "system inhibit" when he means "envelope trigger," and so on. All the functions of the SN76477 are

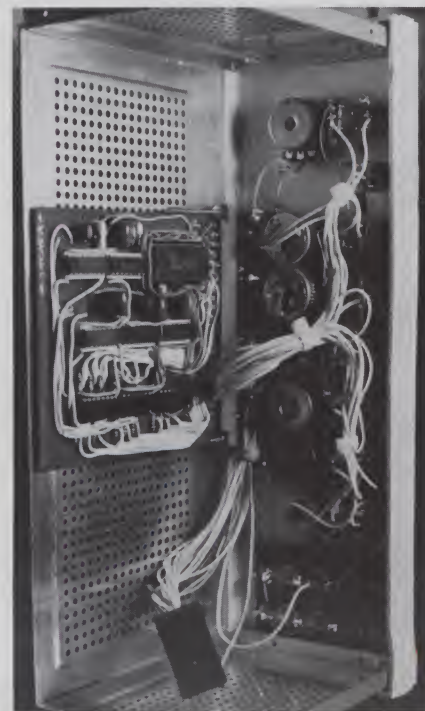


Photo 3. Completed wiring of the synthesizer. The upper wiring harness goes to switches and controls. A 24-pin socket is connected to the lower wiring harness, serving as the computer-to-synthesizer connection.



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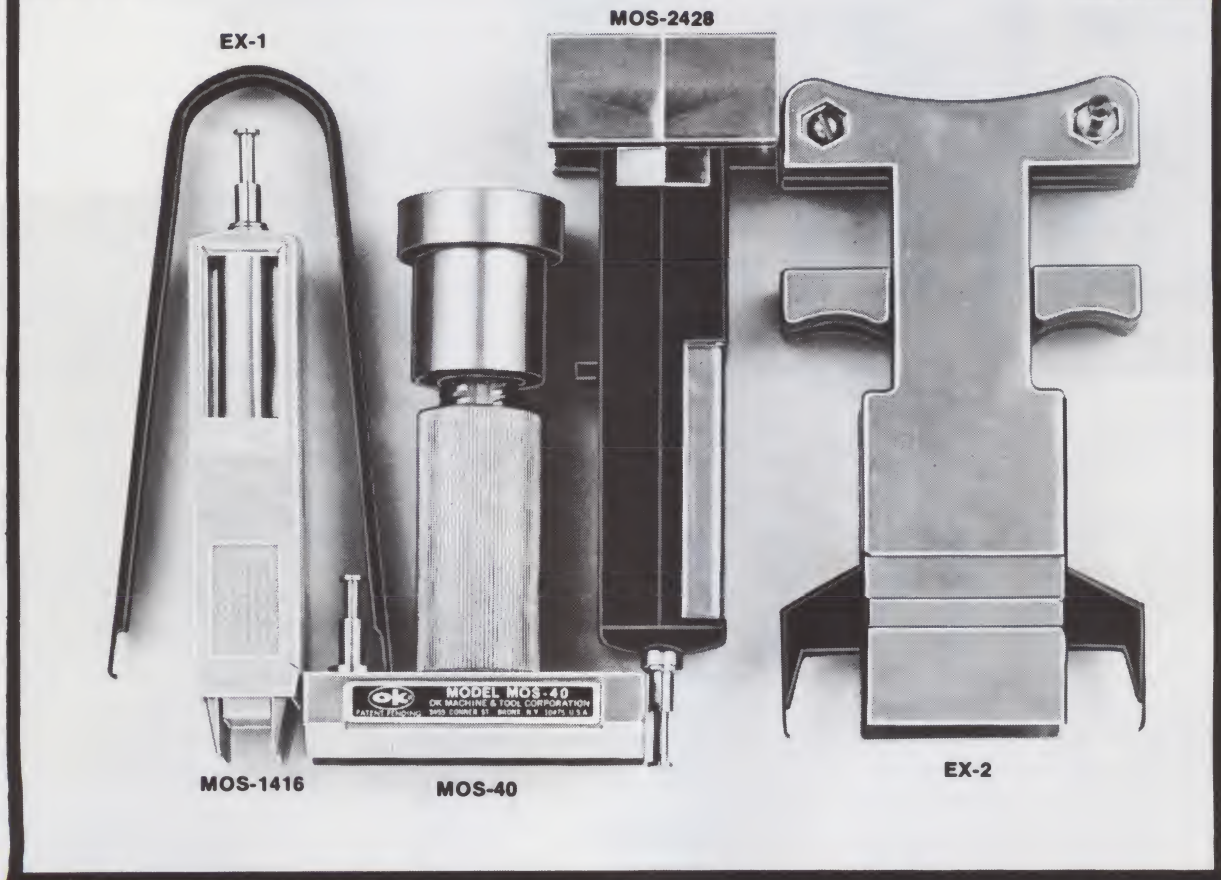


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Photo 4. The finished synthesizer standing next to TRS-80 keyboard for comparison of size. The unit is housed in a \$15 Radio Shack cabinet.

similar to those performed by a conventional analog music synthesizer. For convenience, I have relabeled many of the chip's functions on the diagrams for this article.

In Fig. 1, the signals marked RD1 through RD7 are the required data lines for computer control. These signals configure the chip's envelope and mixer combinations, as well as select the voltage-controlled oscillator for output through the system and provide a trigger to the envelope generator. Ten other optional data signals, OD1 through OD10, will also set up the crude ranges of attack and decay, sustain, tuning the voltage-controlled oscillator and low-frequency oscillator and depth of noise filtering.

The TRS-80 synthesizer interface serves as an example. A byte is written to the 8255 programmable peripheral interface, port C, in order to prepare the logic lines. For this synthesizer, the latched data is brought out *directly* from the 8255, bypassing the interface's on-board envelope trigger (represented by the interface circuit's Z8 and Z9). A value for the pitch is written to port A, and a value for volume is written to port B. 256 levels of volume selection are probably sonic-subtlety overkill; since orchestral music only employs 12 levels (pppppp to ffff), then four data lines offer a more luxurious 16 levels. The last four lines of port B may instead be brought out for control of some of the optional data (OD) lines in the synthesizer.

Because of the versatility of this unit, it is



Fig. 4. Keyboard with simple voltage output.

difficult to describe its use. Immediately and easily, the synthesizer can output a sequence of pitches; additionally, a quickly alternating (0-1-0) bit sent to the envelope trigger line along with each note will produce a sequence of notes with more character. A subtle pitch-altering software subroutine in machine language can create a level of vibrato to your taste. Selection of noise and the low-frequency oscillator will allow special effects or, in certain combinations, the more realistic simulation of live instruments.

The neutral mixing input (J1) allows insertion of live, recorded or externally generated line-level electronic sounds into the system's output. A signal to the modulating input (J2) will alter the pitch of the VCO corresponding with the level and frequency of that external signal. If you use the inverting buffer (Z8 and related components), you can attach another 100-ohm resistor to the inverting input (junction of R18 and R19), and a second control voltage can be inserted into the system—perhaps the output of a foot pedal.

Lead dress on the boards is not crucial, but for ideal isolation of the chip's two oscillators, shielding is wise for some of the longer control lines running to potentiometers. Take particular care with the wiring of the low-frequency oscillator, which can easily interfere with other signals. The single-channel unit shown in the photographs will take about eight hours to build and test, using discrete wiring and sockets for all ICs, a 44-pin prototyping board, matching edge-card connector and a fancy cabinet.

Although I used a 24-pin socket for connecting this individual unit to the controlling computer, a multi-channel system is best assembled using a motherboard. The address decoder, digital/analog converter, data buffers and latching circuits should then be included on the individual synthesizer boards.

There are many possibilities for performing with this instrument. On a machine like the TRS-80, the 8 × 8 matrix keyboard can easily be paralleled with a standard 64-key musical keyboard (see my September "Applications" column, p. 28, in *80 Microcomputing*). A short software routine could speedily identify each key, separating portions of the sonic spectrum and routing the signals to each mini-synthesizer in turn.

Fig. 4, on the other hand, is a computer-free method of interfacing the unit to a keyboard. Precision resistors divide the voltage into equal proportionate parts in order to feed the synthesizer's voltage-controlled input. Or, as with the software for scanning the 8 × 8 matrix, a hardware separation of the keys might assign a small portion of the entire keyboard to each individual synthesizer. Be warned, though, that tuning such a setup can be remarkably difficult, especially in a performance environment.

## Conclusion

I have left parts of the description and use of this device largely ambiguous, but be assured that the synthesizer will work exactly as shown in the diagrams. The ambiguity is a necessary result of the number of possibilities left open by the powerful SN76477 complex sound generator. If you need a combination performance/computer-controlled instrument, and if you need it now, then consider this circuit and its companion D/A converter.

If, however, you can wait for technology to develop more advanced devices, then the SN76477 (and all the work you put into wiring it) will likely appear to be a complicated disappointment in less than half a decade. If, moreover, your needs don't include a performance instrument, but merely a programmable one, then consider instead the easily wired and interfaced digital sound generators made by Texas Instruments or General Instrument. ■









# Computer Music The Easy Way

---

*With the Texas Instruments SN76489A sound chip, you can produce three-voice music with your computer. Part 1 describes the hardware involved.*

---

Steve Marum  
520 Talley  
Sherman, TX 75090

**M**any people would like to dabble in computer-generated music but are put off by the expense or effort. Now there's a way. The new SN76489A computer-controlled sound chip from Texas Instruments and ten (or fewer) other ICs will let you put together a three-voice music synthesis system that is easy to program.

In this, the first of two articles, I'll explain

the internal workings of the sound chip and the external circuitry required to interface it to your particular processor. A few short BASIC programs will demonstrate the SN76489A and let you play some simple music on it.

The second article will discuss the software aspect of the system, with program listings for 8080/Z-80 systems. This will be a full-blown program capable of handling three voices and taking input in conventional music notation adapted for an alphanumeric keyboard. Since only a short, 60-byte program is written in machine language, with the rest in BASIC, those of you with

other processors should have little trouble converting the program to your machine language.

## Methods of Computer Music Generation

You can produce music from a computer either by using mostly hardware or mostly software.

The software approach typically uses one or two bits of an I/O port hooked to an amplifier through some resistors. Under program control, the output data can be toggled from high to low and back again, producing a square-wave signal.

A single voice music program to drive this interface is fairly simple to write. All you need is a mainline program to get the frequency and duration of each note and a subroutine to delay a given amount of time. The frequency of the note is converted to the period of the square wave, and the duration is converted to the number of cycles of the given period that will be necessary. All you need are a couple of nested loops, the inner counting down the period and the outer counting the number of cycles.

Adding a second voice to this method produces complications. Now you have two periods to count down simultaneously, each toggling a different output bit when it reaches zero. You also have two durations to count down separately, since the two notes will generally have different lengths. This results in a much longer program. In fact, the increased amount of processing that the computer must handle may limit the tempo at which you can play the songs.

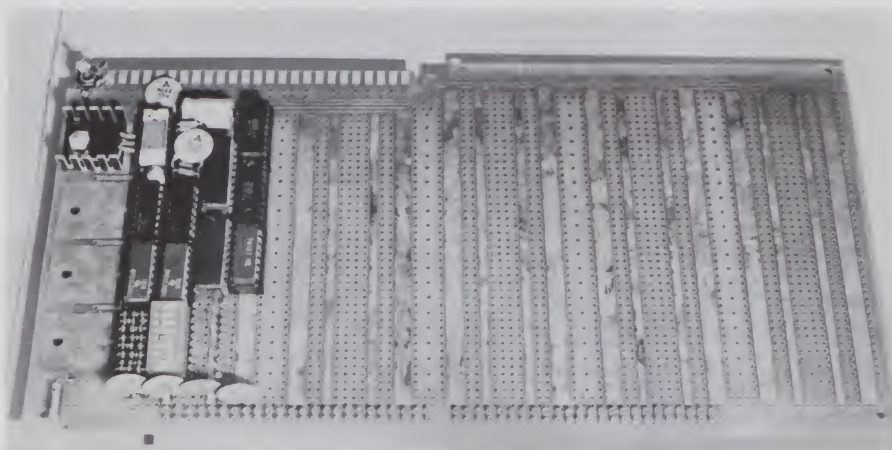


Photo 1. The music-generating circuitry on an S-100 kludge board. The SN76489A is the white ceramic IC in the upper left corner of the circuit. There is plenty of room left for future expansion.



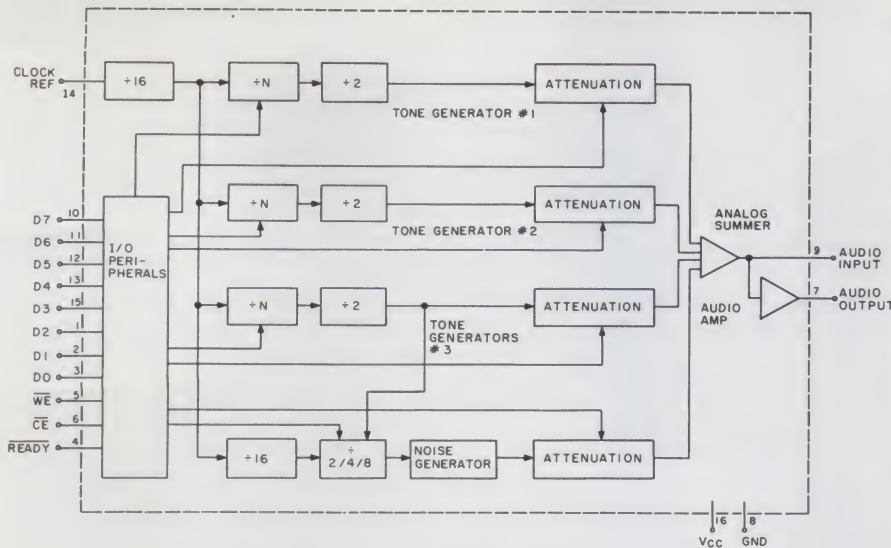


Fig. 1. The SN76489 computer-controlled sound generator consists of three tone generators and a noise generator. Each generator has an independently controlled attenuator between it and the output, allowing considerable flexibility in mixing sounds. Data is received from the computer over the 8-bit data bus.

To be fair, the fancier boards also have some means of varying the waveshape of the output signal to something other than a square wave. Unless you are trying to duplicate the sound of another instrument, this is not necessary.

Up until now, the hardware approach has generally used a board-full of TTL to implement each tone generator. To begin with, you must have a programmable divider to take the high frequency clock and count it down to the audio frequency you want. Along with this, you need some latches to hold the data and a means of controlling the volume.

This board removes much of the computational overhead from the processor. Once you have programmed the tone generator to the desired frequency, you can do whatever you want until it's time to change to a new note.

#### The SN76489A Approach

The SN76489A sound chip puts most of the hardware required for three tone generators, plus a noise source, on one chip. Each sound source has its own attenuator, and, using the internal audio amplifier, all the outputs are summed together to drive an external power amplifier. An eight-bit wide bus interface completes the circuitry.

The three tone generators are identical. Each contains a ten-bit programmable down counter. This ten-bit number is loaded by the processor to set the frequency produced. Every time the counter underflows, the borrow pulse is used to reload the counter and toggle the output flip-flop. This produces a square-wave signal.

The ten-bit number provides sufficient resolution to cover five octaves of music. Using the 2 MHz clock from an S-100 system, you can produce notes from two octaves below middle C to three octaves above middle C. This is a wide enough range to cover most sheet music written for the piano.

The noise source is a 15-bit pseudo-random sequence generator that produces white noise. You can set it to any of three fixed rates or control it by tone generator number three if you need more control over the frequency. Thus, it can cover the range from a low-frequency explosion to a high-frequency gunshot. This is most useful for sound effects in games but could be used to simulate a snare drum or cymbals.

Each signal from these four sources has its own attenuator. The attenuators cover the range from full volume to a -28 dB in 2-dB steps. The next step, which would be -30 dB, turns the attenuator off. The logarithmic weighing (2 dB per step) of the attenuators is convenient for the production of music. Turning an attenuator from off to full volume and then ramping the amplitude back to zero in a linear manner over the span of a second produces a sound like a bell.

The audio amplifier follows the attenuators. The four signals from the three tone generators and the noise generator are algebraically summed together and amplified up to a 10 mW level. This signal has a voltage swing of two or three volts but is not capable of supplying much current, so an external amplifier drives the speaker. The signal is padded down 34 dB to be compatible with a microphone input. This lets you

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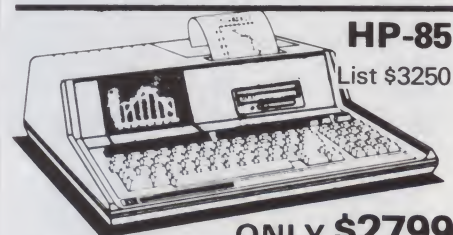


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The external amplifier's tone controls give you a little more control of the sound. It's also convenient to have a manual volume control in case the processor becomes stuck. (If the processor is stopped or reset, the sound chip simply continues with whatever you last told it to do.)

The interface to the processor is through an eight-bit-wide data bus. Due to the pin limitations of the 16-pin DIP, all the addressing must be done externally. You tie the

chip enable pin to the address decoder and the write enable pin to the read/write line of the computer system bus. Since the SN76489A is slow at accepting the data, a ready output ties to the wait input of the processor. The internal cycle of the SN76489A, which is 16 microseconds using a 2 MHz clock, takes 32 clocks to load the data. Input data must remain stable during this time.

The SN76489A has a twin called the SN76494. The only difference is in the clock

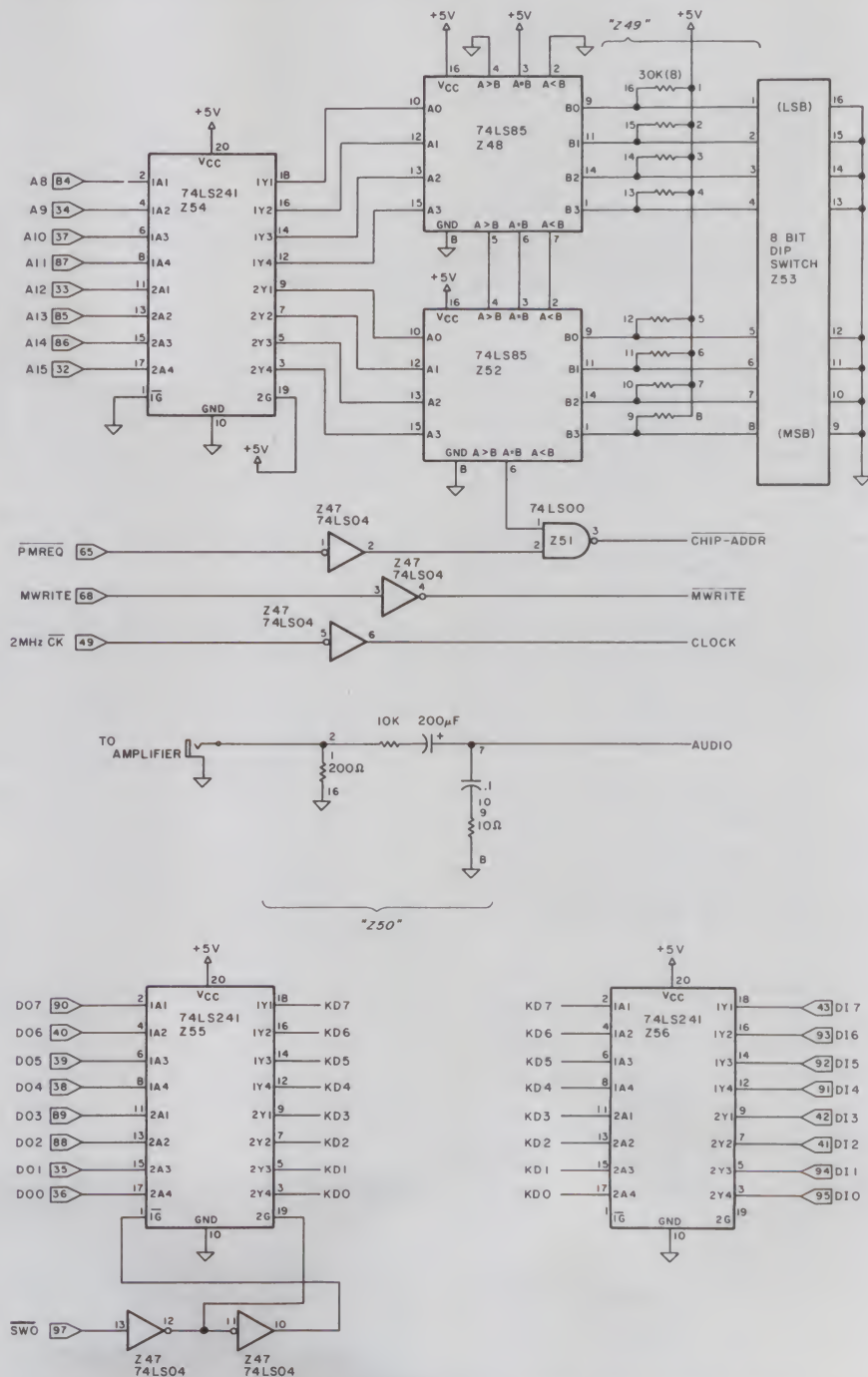


Fig. 2. Main portion of the interface used to connect the SN76489 to an S-100 bus computer. Owners of different bus machines can come up with interfaces to their computers with just a few changes to the write line and chip select logic.





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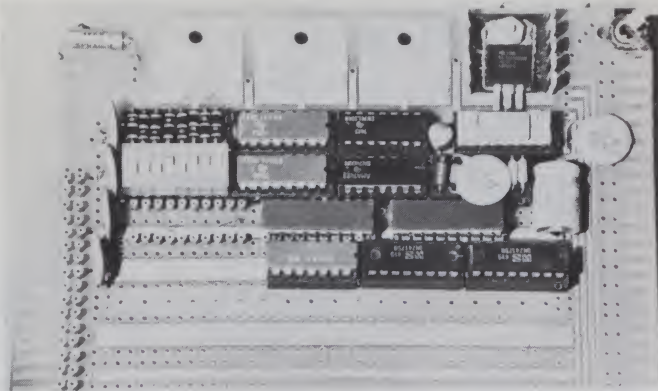


Photo 2. A close-up of the section of the kludge board containing the circuitry. The audio output connection is the miniature phone jack in the upper right corner of the board. The SN76489 is the white ceramic IC directly below the TO-220 voltage regulator.

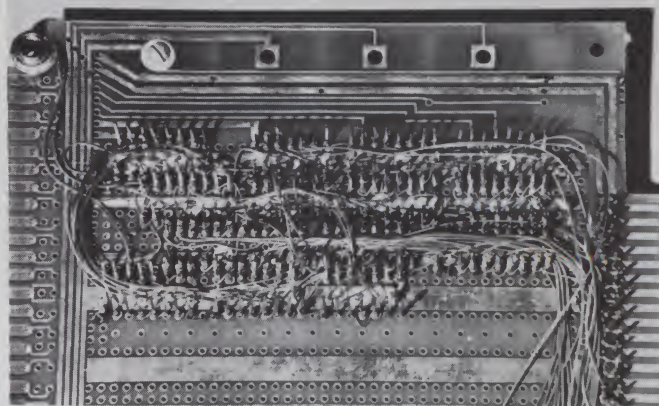


Photo 3. Close-up of the wiring side of the kludge board.

input. In the SN76494, three flip-flops have been deleted from the clock countdown chain. This means the maximum clock frequency is 500 kHz rather than 4 MHz. It also takes only two clocks to load data. The SN76494 is a better choice in systems that do not have a clock signal in the 2 MHz to 4 MHz range readily available.

#### Hardware Requirements

Now that I've introduced you to the SN76489A, I'll cover the requirements to attach it to a computer.

The schematics of Figs. 2 and 3 show the circuitry I have used to interface a North Star Horizon to the SN76489A. I'll explain the purpose of each section of the circuit; depending on your processor, you may or may not need various parts.

The photographs show the actual hardware constructed to implement this music system. Photo 1 is the entire kludge board; you can see that there is plenty of room for future expansion. Photo 2 is a close-up of the circuitry huddled on the left edge of the board. Notice that the discrete components

are plugged into IC sockets. This is neater than soldering the discretes directly into the circuit, and they can all be wire-wrapped. The less soldering the better.

The wiring side of the board is shown in Photo 3, but I don't know if you can get much from that jumble of wires. You're welcome to check the hookup if you want to.

The address decoder, composed of Z48, Z49, Z52 and Z53, is a good place to begin explaining. I used the eight-bit DIP switch to select the range of memory addresses that enable the SN76489A. Two four-bit magnitude comparators compare the eight most significant bits of the address bus with the number set in the DIP switch; the A = B output of Z52 goes high if they match. Since I ignored the eight least significant bits of the address, I used up a block of addresses 256 long. Those of you who don't want to give up that much of your address space can add two more 74LS85s and another DIP switch.

I used Z57, Z58 and Z59 to latch the data from the computer and hold it until the SN76489A accepts it. In an 8080 system you don't need this portion. If your processor does not have provisions for slow memory, you'll need these latches. Even if it does, you may still require them.

At first I left them out, since the Z-80 has a wait pin. However, in my system the PRDY line of the bus must be pulled low 125 nanoseconds after PMREQ goes low. Since the typical delay from chip enable to ready in the SN76489A is 100 nanoseconds, I was losing the race.

When this happens, the processor thinks the data have been accepted and continues on its way, while the SN76489A sits there thinking it saw some data go by. After adding the latches, the only consideration is that you must wait for the one-shot to time out before sending another byte of data.

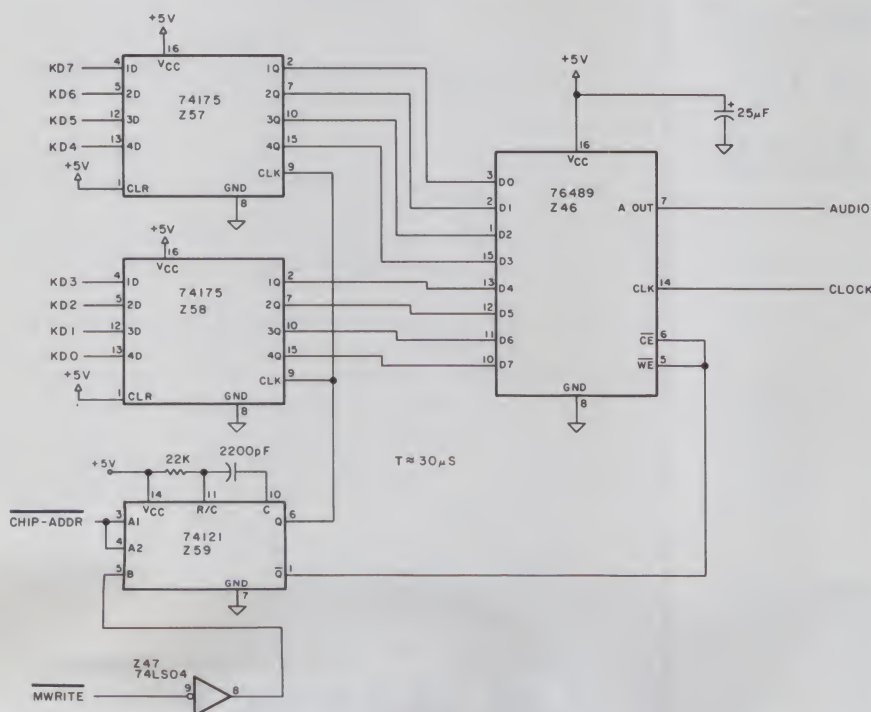


Fig. 3. If your computer does not allow wait states, you can use this circuit between Fig. 2 and the SN76489. A pair of 4-bit latches are used to hold the data while the one-shot stretches the chip select pulse out long enough that the SN76489 is guaranteed to have accepted the data. The driving program must take this into consideration and refrain from sending data any faster than the one-shot takes to time out.







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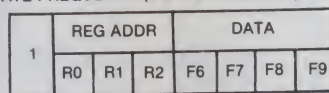
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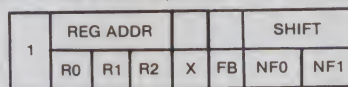
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UPDATE FREQUENCY (2 BYTE TRANSFER)



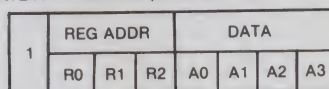
BIT 0 FIRST BYTE BIT 7

UPDATE NOISE SOURCE (SINGLE BYTE TRANSFER)

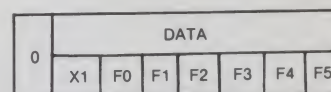


BIT 0 BIT 7

UPDATE ATTENUATOR (SINGLE BYTE TRANSFER)



BIT 0 BIT 7



BIT 0 SECOND BYTE BIT 7

Fig. 5. Three types of data words used to send to the SN76489.

microprocessors use D0 to represent the least significant bit.

### Data Formats

Fig. 5 shows the three data formats used in programming the SN76489A.

Since the SN76489A only looks like a single memory location, the address of the internal register to receive the data must be included in the eight bits. The left-hand column in Fig. 5 shows the three-bit register address field. The eight registers on the chip are listed in Table 1.

The programmable counter on the chip is ten bits long, so it obviously takes more than one byte to change this value. Chang-

ing a frequency register requires a two-byte transfer. In order to tell the two bytes apart, the most significant bit (D0) is used as a flag. If it is a 1, the SN76489A interprets the byte as the first byte of the transfer; if it is a 0, the SN76489A assumes it is the second byte.

The first byte conveys the register address and four bits of data. If a byte arrives and a 1 is the most significant bit, the register address is latched in the SN76489A. The second byte, which does not contain a register address, is transferred to the register addressed by the on-chip latches. This allows the second byte to contain the remaining six bits of data necessary to provide a ten-bit number. The first byte contains the four least significant bits, and the second has the six most significant bits.

Changing an attenuator setting requires only a single byte of data. Table 2 shows the weights of the four data bits. They have a binary weighting, with each count worth 2 dB of attenuation. The maximum attenuation available that still has sound coming out is 28 dB, which is A0, A1 and A2 equal to 1 and A3 equal to 0. If all four bits are 1, the signal source for that particular attenuator is gated off and no sound is produced. This removes any unused tone or noise generators from the picture.

Updating the noise source involves changing two short registers on the chip. The first is the FB register, as shown in Table 3. This bit controls the feedback to the 15-bit shift register used to produce the noise. If you set the FB bit, you use the exclusive OR feedback network, which results in white noise. If you reset this bit, the feedback network to the shift register is disabled and a rectangular pulse with a 1/15 duty cycle is produced.

The two bits in the shift rate register (Table 4) control the clock to the 15-bit shift register. N represents the input clock frequency on pin 14. In addition to the three

R0	R1	R2	Destination Control Register
0	0	0	Tone 1 frequency
0	0	1	Tone 1 attenuation
0	1	0	Tone 2 frequency
0	1	1	Tone 2 attenuation
1	0	0	Tone 3 frequency
1	0	1	Tone 3 attenuation
1	1	0	Noise control
1	1	1	Noise attenuation

Table 1. The three bits in the register address field of the data bytes determine which register on the SN76489A receives the rest of the bits as data. Addresses for the eight registers are shown here.

Bit Position				Weight
A0	A1	A2	A3	
0	0	0	1	2 dB
0	0	1	0	4 dB
0	1	0	0	8 dB
1	0	0	0	16 dB
1	1	1	1	OFF

Table 2. The weights of the attenuation control bits. Multiple bits may be high simultaneously, allowing any volume from fully on to -28 dB to be selected for each sound source.





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```

10 REM THIS PROGRAM TESTS THE 76489 SOUND CHIP
70 INPUT AS
80 REM TONE GENERATOR TEST
90 N=59392
100 FILL N,144
110 FILL N,191
120 FILL N,223
130 FILL N,255
140 FILL N,128
150 GOSUB 1000
160 FILL N,159
170 FILL N,176
180 FILL N,160
190 GOSUB 1000
200 FILL N,191
210 FILL N,208
220 FILL N,192
230 GOSUB 1000
240 FILL N,223
250 FILL N,240
260 FILL N,224
270 GOSUB 900
280 FILL N,225
290 GOSUB 900
300 FILL N,226
310 GOSUB 900
320 FILL N,227
330 GOSUB 900
340 FILL N,228
350 GOSUB 900
360 FILL N,229
370 GOSUB 900
380 FILL N,30
390 GOSUB 900
400 FILL N,231
410 GOSUB 900
420 FILL N,255

```

```

430 REM ATTENUATOR TEST
440 FOR J=1 TO 1000\NEXT J
450 FILL N,128
460 FILL N,8
470 O=144
480 GOSUB 1200
490 FILL N,160
500 FILL N,8
510 O=176
520 GOSUB 1200
530 FILL N,192
540 FILL N,8
550 O=208
560 GOSUB 1200
570 FILL N,228
580 O=240
590 GOSUB 1200
600 GOTO 70
610 END
900 FOR J=1 TO 500\NEXT J
910 RETURN
1000 FOR I=63 TO 0 STEP -1
1010 FILL N,I
1020 FOR J=1 TO 20\NEXT J
1030 NEXT I
1040 RETURN
1200 FOR I=0 TO 15
1210 FILL N,O+I
1220 FOR J=1 TO 40\NEXT J
1230 NEXT I
1240 RETURN

```

Listing 1. A BASIC program that demonstrates the sound board and can be used as a test that it is functioning properly.

fixed rates, you can select the output from tone generator 3 as the shift clock. In this way, you can produce interesting sounds such as swept frequency noise by ramping the frequency of tone generator 3.

I've now covered the hardware for a three-voice music board and the basics of programming the SN76489A to produce the

sounds you want. From here on, it's all software.

## Locating the Board in Memory

If you're like me, the first thing you want to know after constructing the board is: Does it work? You can test it by using a monitor or BASIC to send data bytes to the board.

Before this, you must decide where in memory you will locate the board and set the DIP switch accordingly. In all my example programs, the music board address is E800 hex, or 59392 decimal. This is an ideal place, in a North Star disk system, since this 256-byte block of memory is used for the disk ROM. Because the music board looks like a WOM (write only memory), there is no conflict.

## The Test Program

Rather than check out the circuit manually, you can use the program in Listing 1. Although there are quite a few lines, the coding is easy to follow. Each tone generator on the SN76489A is individually turned on and ramped from a low to a high frequency. You then put the noise source through its paces. Finally, you ramp each attenuator from full volume to minimum volume and off.

FB	Configuration
0	Periodic noise
1	White noise

Table 3. The FB bit in SN76489 register 6 controls the type of noise produced by the noise generator.

Bits		Shift Rate
NF0	NF1	
0	0	N/512
0	1	N/1024
1	0	N/2048
1	1	Tone generator 3 output

Table 4. The NF bits in register 6 control the rate at which the noise generator is clocked and thus the audible characteristics of the noise.



```

1 REM 2-28-79 THIS PROGRAM PLAYS MUSIC USING A KLUDGEHARP
2 REM APPROACH ON THE SN76489
5 N=59392
6 REM TURN OFF EVERYTHING
7 FILL N,159\FILL N,191\FILL N,223\FILL N,255
10 DATA 213,16,213,8,142,8,159,8,142,8,190,16,179,4,190,8
20 DATA 213,24,142,16,119,8,106,2,119,2,106,12,119,4,142,8,127,8
30 DATA 159,8,142,16,142,8,106,16,213,8,179,16,159,8,142,8,159,8
40 DATA 179,8,213,4,239,16,213,16,142,8,159,16,179,8,190,8
50 DATA 213,8,239,8,213,8,0,0
200 DIM F(100),T(100)
210 FOR I=1 TO 100
220 READ F(I),T(I)
230 IF F(I)=0 THEN EXIT 500
240 NEXT I
250 PRINT "SONG TOO LONG."
260 END
500 I=1
510 B=INT(F(I)/16)
520 A=F(I)-B*16+128
530 FILL N,A
540 FILL N,B
550 FILL N,144
560 FOR J=1 TO 35*T(I)
570 NEXT J
580 FILL N,159
590 I=I+1
600 IF F(I)=0 THEN 1000
610 GOTO 510
1000 END

```

Listing 2. A BASIC program that plays a portion of "Scarborough Fair" using the music board. Only a single tone generator is used.

Line 70 simply waits for a carriage return before beginning the test. Line 90 sets the address of the music board; change this if your board is addressed elsewhere. Lines 100-240 exercise the three tone generators.

First, attenuator 1 is turned on, and the others are turned off. Tone 1 is initialized, and the subroutine at 1000 ramps the frequency. After tone 1 has been ramped, attenuator 1 is turned off and attenuator 2 is turned on. Tone 2 is demonstrated; in a similar manner tone 3 is used. You can verify this by taking the numbers being poked to memory (the Fill commands), converting them to binary and comparing them with the formats in Fig. 5.

Lines 250-420 set up each type of noise and jump to a subroutine at 900 to delay a while so you can hear the results.

Lines 430-590 demonstrate the four attenuators. Before an attenuator is turned on, its tone generator is set to mid-frequency. The subroutine at 1200 produces the ramp, turning the attenuator to full volume and then, with a slight delay between steps, ramping it down to zero volume.

When you run this program, you'll hear the types of sounds the SN76489A is capable of producing. Notice that ramping the volume of a tone generator produces a bell-like sound. The attack, sustain and decay times of a tone have quite an effect on the end result. A music program that made full use of the attenuators could play music on three different instruments

simultaneously.

The first time you successfully run the test program, the results sound pretty good, but the effect rapidly wears off. Music is what this board was intended for; let's see what we can come up with in a short program.

#### A Music Program

One reasonably easy approach is to start with two tables of numbers. The first contains the ten-bit numbers to be loaded into a tone generator; the second table contains numbers representing the length of time each of the ten-bit numbers should be sounded. The program in Listing 2 uses this approach to play part of "Scarborough Fair."

After initializing the pointer to the music board, all four attenuators are turned off to silence unwanted noise. Lines 10-260 read the numbers into the F (frequency) array and the T (time) array. Lines 500-610 play the song. Remember—since the F values are sent directly to the music board, they are really the period of the desired square wave.

As each frequency value is used, it is broken into two parts: the four least significant bits and the six most significant bits. The value is then sent to the music board using two Fill commands. Now that the frequency is loaded, the attenuator is set to full volume, and a FOR loop delays the amount of time specified by the T value. When the time is up, the attenuator is

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```

1 REM 2-28-79 THIS PROGRAM PLAYS MUSIC USING A KLUDGEHARP
2 REM APPROACH ON THE SN76489
5 N=59392
10 DATA 213,16,213,8,142,8,159,8,142,8,190,16,179,4,190,8
20 DATA 213,24,142,16,119,8,106,2,119,2,106,12,119,4,142,8,127,8
30 DATA 159,8,142,16,142,8,106,16,213,8,179,16,159,8,142,8,159,8
40 DATA 179,8,213,4,239,16,213,16,142,8,159,16,179,8,190,8
50 DATA 213,8,239,8,213,8,0,0
200 DIM F(100),T(100)
210 FOR I=1 TO 100
220 READ F(I),T(I)
230 IF F(I)=0 THEN EXIT 500
240 NEXT I
250 PRINT "SONG TOO LONG."
260 END
500 I=1
510 B=INT(F(I)/32)
520 A=F(I)/2-B*16+128
530 FILL N,A
540 FILL N,B
542 B=INT(F(I)/16)
543 A=F(I)-B*16+160
544 FILL N,A
545 FILL N,B
550 FILL N,144
551 FILL N,176
560 FOR J=1 TO 35*T(I)
570 NEXT J
580 FILL N,159
581 FILL N,191
590 I=I+1
600 IF F(I)=0 THEN 1000
610 GOTO 510
1000 END

```

Listing 3. The program in Listing 2 modified to use two of the three tone generators on the music board. The second generator is set an octave higher than the first.

turned off and the next pair of array values are used to specify the next note.

Running this program demonstrates the problem of trying to control the music board from a BASIC program: BASIC is just too slow. The period of time that the attenuator is off is noticeable, and the music sounds jerky.

You may ask why you can't leave the sound on. If you have constructed the board, you can try this by deleting statement 580. Unfortunately, this sounds worse. The ten-bit number must be loaded using two distinct Fill commands. Even though they are on consecutive lines, there is a slight delay between them. During this time, the ten-bit counter is loaded with six bits of old data and four bits of new data, which does not represent a frequency you want. As the notes change, extraneous clicks and squeaks are produced.

The program in Listing 3 is the same as Listing 2, except a pair of tone generators is used. The second frequency is simply set an octave higher than the first. Although the pauses between notes are still there, the notes are more interesting.

Next month I'll detail a combination assembler and BASIC program that solves the speed problem by combining the strong points of both machine language and BASIC. ■

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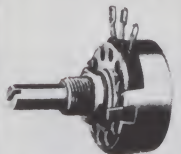


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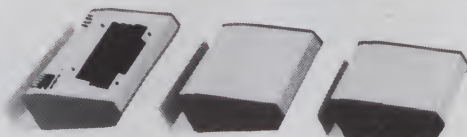
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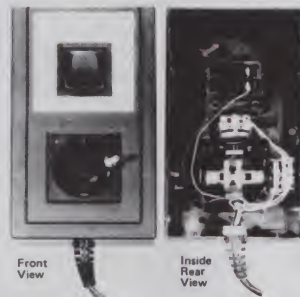
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# APF Imagination Machine



## —A Review

*The Imagination Machine may look like a single unit, but it actually consists of two parts, which sit on top of each other and are joined by a rigid connector. The MP1000 microprocessor unit (top left) contains the central portion of the computer. The MPA-10 base unit contains more RAM memory, the alphanumeric keyboard, cassette deck and expansion circuitry.*

Peter A. Stark  
PO Box 209  
Mt. Kisco, NY 10549

Since the 6800 is my favorite microprocessor, the ads for the Imagination Machine from APF Electronics, Inc. (which uses the 6800), immediately caught my eye. I couldn't wait to get my hands on one and try it. It turned out to be a very interesting system.

The Imagination Machine is a self-contained, desktop computer with a full alphanumeric keyboard, two separate game paddles with their own calculator-style keyboards and a built-in cassette deck. It connects to the antenna terminals of a color TV set, which provides full-color graphics as well as a 16-line by 32-character alphanumeric display. In addition, the Imagination Machine provides an audio output via the TV set's speaker.

It can be programmed in either BASIC or machine language, and programs can be entered from the keyboard, disks or cassettes or via plug-in ROM cartridges. A variety of game, home finance and utility cassettes and cartridges is available from APF dealers.

The basic Imagination Machine (which APF now calls the System I) costs \$599 with cassette I/O; the System II version at \$995 adds the \$100 expansion interface, \$150 disk interface and \$400 minifloppy disk drive and provides a disk system at an even better price.

Though the Imagination Machine can be operated with just the supplied programs, there is enough to make a review of it from a more technical standpoint worthwhile.

### The Hardware

Although photographs show the Imagination Machine as a single unit, it actually

consists of two parts, which sit on top of each other. One unit—the smaller, black assembly at the top left—is the MP1000 microprocessor unit, which contains the central portion of the computer. The other—which is the larger, gray assembly at the bottom—is the MPA-10 base unit. It contains more RAM memory, the alphanumeric keyboard, cassette deck and expansion circuitry.

These two units are joined by a rigid metal bracket and connector assembly so that they cannot be moved apart. Each unit has its own power supply with an external power transformer, which plugs into a wall outlet.

To expand the System I machine, APF offers the BB-1 building block. This unit plugs into the back of the MPA-10 and, in turn, provides four additional plug-in slots. At this point, APF makes three modules that fit these slots—an 8K RAM cartridge, an RS-



232C serial interface and a minifloppy disk interface.

### The MP1000 Microprocessor Unit

The MP1000 is actually a self-contained TV game (and was first introduced as just that). Except for the lack of general-purpose I/O equipment, it is a complete computer all by itself (I suspect that it would make an excellent—and inexpensive—color video board if interfaced to, say, an SWTP 6800 system). Like most TV games, this one has a pair of paddle controllers (which include a complete calculator-style keyboard as well) and a slot for plug-in game cartridges. Its 6800 microprocessor is not only a very powerful processor (not nearly well enough known, in my opinion), but is also an extremely simple one to learn and use.

A 6847 video display generator chip generates the color graphics and/or an alphanumeric display. In this system, the 6847 provides two graphics modes—low-resolution graphics with alphanumerics or high-resolution graphics without alphanumerics.

In low-resolution mode, the screen is divided into 16 lines by 32 characters. Each of the resulting 512 character positions can contain either an alphanumeric character—in several different color combinations—or can be further divided into four smaller boxes, each of which can be turned on or off.

In high-resolution graphics, the screen can provide either 128 by 192 or 256 by 192 graphics. In this mode, the screen is divided into 32 boxes across by 12 boxes down. Each of these 384 boxes can contain a specific pattern, which can consist of either 4 × 16 dots or 8 × 16 dots each. Each of these patterns is stored in a separate area of RAM, so that it can be moved from place to place on the screen without having to be redefined each time. This allows fast screen movement and is especially useful for preprogrammed games.

An MC1372 color video modulator provides an rf signal on TV channel 3. This is coupled to the TV set's antenna terminals through an FCC-approved antenna switch, so that the set can be used for either regular TV reception or computer use by just throwing the switch.

The data being displayed is held in a 1K RAM. In the low-resolution/alphanumeric mode, only 1/2K is used to hold the ASCII or graphics codes being displayed; then the other 1/2K can be used to construct another image to be rapidly swapped into the usable 1/2K (or stored on cassette).

In high-resolution graphics, the first 1/2K specifies which pattern is in each screen position, while the second 1/2K specifies the shape of each pattern.

All of this is done under control of a 2K

ROM, which is pin compatible with the popular 2716, and which contains a variety of housekeeping and graphics routines, plus a game called Rocket Patrol.

The two joystick controllers are connected to the data pins of a PIA parallel interface chip, and software scans their joystick and calculator-style keys. The joystick uses four switches, rather than pots, for the four directions, and so does not provide a proportional readout.

At the back of the MP1000 is a 30-pin socket for either game cartridges or the connector, which attaches the MP1000 to the base assembly of the Imagination Machine. The connector has all of the bus signals, including the full data bus, address bus, Read/Write and +5 volts.

(For interested owners, APF publishes a complete technical manual for \$2 which provides all of the diagrams and technical information on what's in the Imagination Machine and how it works. This distinguishes APF from many other computer manufacturers—not only do they offer the technical manual, but also each accessory manual contains a full schematic diagram, and even program listings of their BASIC interpreter are available at a nominal charge. Unlike some other manufacturers who hold back information which a purchaser could find useful, APF hides nothing.)

### MP1000 Software

The Rocket Patrol game contained within the MP1000 game's internal ROM is not particularly exciting. But APF has available about a dozen plug-in ROM cartridges (mostly \$19.95 each) containing a wide variety of games, including Catena, Hangman, Tic Tac Toe, Doodle, Bowling, Micro Match, Brickdown, Shooting Gallery, Baseball, Blackjack, Backgammon, Roulette, Keno, Slots, UFO, Sea Monsters, Break It Down, Rebuild, Shoot, Pinball, Dungeon Hunt, Blockout and Boxing.

Some cartridges contain just one game; some contain two or three. Some games are for one player; some are for two or four. Several game cartridges, such as Baseball, have excellent color graphics.

### The MPA-10 Base Unit

When you put the MP1000 game on top of the MPA-10 base unit and connect them together, you have the complete Imagination Machine.

The MPA-10 adds RAM and I/O capabilities to the processor inside the MP1000 and makes it into a full-fledged computer.

Inside the base unit is 8K of RAM, which uses eight 4115 8K × 1 dynamic RAMs; these are similar to the 16K × 1 4116-style dynamic RAMs used in the TRS-80, Apple and other popular computers. (In fact, with fairly minor changes, the 4115 could be

replaced by 4116 ICs, and the memory expanded from 8K of RAM to 16K; though this would add 8K of memory for perhaps \$30–\$50, it would also require some wiring changes and probably void the warranty as well. In the long run, it is easier to buy the 8K expansion cartridge from APF for \$99.95).

A PIA inside the MPA-10 provides a number of I/O functions. Eleven of its parallel I/O pins are connected to a full 53-key keyboard, which is scanned by software. The keyboard has a good feel to it, and is easy to use even for long periods. Software scanning of the keyboard is not an optimal approach—it takes up too much CPU time—but it is an inexpensive method which is also used on the TRS-80 and other computers, an alternative to a separate keyboard scanning controller such as the 2376 used in more expensive systems.

The only disadvantage here is that a properly interfaced separate keyboard scanner will store a keyboard character even after the key is released; thus, the character will be entered even if the computer wasn't actually looking for it at the time you press the key. In the software approach, on the other hand, there are times when you must depress a key for a half second or more when a BASIC program is executing and not looking for input just then.

Next to the keyboard is a built-in cassette recorder which has an interesting function. It is a two-track deck, with one track used for digital data and the other for audio. Both the audio and digital tracks, as well as the motor during recording or playback, are controlled by the computer via the keyboard PIA.

This makes for some interesting possibilities. For instance, APF program cassettes contain the program on one track and an announcer's voice on the other. As the cassette is being loaded, you hear the announcer describe the program and how to use it. It takes about 45 seconds to load a full 8K program (at an effective rate of about 1500 baud), and this certainly makes the time pass quickly.

Since the audio and motor can be computer controlled, this machine could easily be used for educational purposes where the computer could play selected lessons or musical selections under program control, skip ahead or even chain to additional program segments. Either or both tracks can be recorded on the Imagination Machine itself, so you can experiment with this concept yourself.

Although the cassette deck could be used for any purpose, given the right program, the BASIC software has a specific method of recording or loading cassette data. When recording a cassette, it first records the screen memory in the MP1000 game unit, followed by the complete 8K (or



16K) memory of the MPA-10 base unit. When playing back, it first reads the screen memory and displays it, followed by the 8K of program storage. Thus, you can set up a picture on the screen to be recorded to tape; when the tape is then loaded, the screen will automatically show that picture, and the audio track can simultaneously provide music or narration while the program is being read. APF makes full use of this in their program cassettes, and it is a very pleasing effect.

On the back of the MPA-10 are three connectors—two 30-pin connectors just like that on the MP1000 game, and a 50-pin connector with some additional signals for the expansion box.

One of the 30-pin connectors is used to join the MPA-10 base unit to the MP1000 game unit. This is done with a rigid J-shaped bracket that contains a flexible printed-circuit board, which contains bus drivers and bidirectional transceivers.

The second 30-pin connector is used for ROM cartridges. The same game cartridges that fit the MP1000 alone can also be plugged into the 30-pin connector on the MPA-10 base unit, so that the full Imagination Machine can run these games as well. In addition, the base unit comes with a 12K BASIC cartridge, which allows programming in that popular language.

Finally, the 50-pin connector is for the external building block expansion box.

### Building Block Expansion

Once you add the expansion box (at about \$100), you can plug in an 8K RAM cartridge (\$99.95), an RS-232C interface cartridge (also \$99.95) or floppy disk interface (\$149.95) with either the APF minifloppy drive (\$399.95 with cabinet and power supply) or any other Shugart-compatible 5-1/4 inch drive.

The 8K RAM cartridge is equipped with a switch to enable or disable this extra RAM as desired. This is useful, since the cassette storage always writes the contents of the entire RAM space on tape. 8K of memory will therefore save and load faster than 16K. Since the BASIC and disk operating system are in ROM, and since BASIC source programs are stored in a compressed form, 8K of RAM will hold fairly sizable programs, and so the RAM expansion can be disabled for most programs.

The EIA RS-232C serial port cartridge contains a tiny switch for selecting baud rates between 110 and 9600 baud. It has the standard 25-pin plug and provides for modem handshaking.

Selection of the serial port is made by a form of the PRINT statement. PRINT = 1 routes all succeeding output to the serial

port instead of the TV screen. PRINT = 2 outputs to the serial port and also accepts all input from the port; in this mode the computer can be fully operated from a remote terminal or, with a modem, via a telephone line (though not with graphics).

The Imagination Machine can also be used as a terminal to a remote computer; the machine-language program to achieve this is provided in the serial port's instruction manual.

The floppy disk interface supports one or two disk drives. The disk operating system is inside the BASIC ROM cartridge, so that no extra disk space is required for the operating system.

Each diskette provides 72K bytes of storage and has room for up to 16 files, each with a seven-character file name. A disk can store BASIC programs, sequential files or random files.

### APF BASIC

Supplied with the MPA-10 base unit is a ROM cartridge which contains APF Level I BASIC. This cartridge contains a 4K ROM and an 8K ROM, for a total of 12K; but not all of that is used for BASIC itself. Also included is the disk operating system, as well as routines for scanning the keyboard and for cassette I/O. It also has a small monitor for directly entering or displaying machine-lan-

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guage programs or data in memory. Using this monitor, it is possible to enter machine-language programs or to add machine-language subroutines to BASIC programs for faster execution speed.

In a way, APF BASIC show the disadvantages of having a BASIC in ROM. If it were in RAM, it could be expanded, patched or changed; but in ROM it's fixed and unchangeable. (Though a ROM cartridge is somewhat easier to change than having a permanent ROM ala the TRS-80 or PET. A new Level II BASIC cartridge should be available by the end of 1980.)

APF Level I BASIC is about midway between an integer BASIC and a floating-point BASIC. All numbers are carried as 13 decimal (BCD) digits, with nine to the left and four to the right of the decimal point. This is perfect for money calculations up to \$999,999,999.9999, as well as most general-purpose calculations, but would not be suitable for scientific calculations.

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calculation, as they might be in a binary floating-point computer.

In keeping with the unscientific nature of the machine, there is a minimum of arithmetic functions—just ABS, INT, RND and SGN (RND is not very good, since it returns only two-digit numbers from 0.01 to 0.99). There is no SIN, COS or SQR, which makes some games difficult to program. There is only an integer exponentiation, so that calculations involving noninteger powers also are difficult. In fact, a prerecorded APF cassette program which calculates loan interests takes ages to compute compound interest—and finally gives the wrong answer—because of this lack.

String variables can contain up to 100 characters, which should be long enough for almost any purpose. The HP string convention—wherein every string must first be dimensioned for its maximum string length—is used. This makes it possible to save space by defining each string a different length, but makes programming nonstandard.

For example, the statement DIM A\$(20)

dimensions not an array, but a single string A\$ with 21 characters. The subscripts start with 0, so dimensioning at 20 actually means 21 characters; but it is not possible to dimension a string of length 1 with DIM A\$(0).

One-dimensional string arrays are dimensioned as DIM A\$(5,10), which means that there are six strings of 11 characters each. There are no two-dimensional string arrays (though there are such numeric arrays).

There are very few string functions—only ASC, CHR\$ and LEN. Since strings are dimensioned as arrays, it is possible to get characters in a string by using the subscripts. For example, if A\$ is dimensioned as ten characters such that A\$ = "ABCDEFGHIJ," then A\$(4) would be everything to the right of the fourth character. By juggling subscripts and using the LEN, ASC and CHR\$ functions, it is possible to simulate the more traditional LEFT\$, MID\$ and RIGHT\$ functions, but it's not easy.

An input to a string is somewhat unusual in that it does not erase a string prior to putting into it. Thus, the string may contain

## More on APF's Graphics



Table 1.  
High-Resolution Character.

	C1	C2	C3	C4
R0				
R1				
R2				
R3				
R4				
R5				
R6				
R7				
R8				
R9				
R10				
R11				
R12				
R13				
R14				
R15				

Richard Esposito  
Bertram Thiel  
62 Meadow Rd.  
Frostburg, MD 21532

The manual that accompanies the IM-1 is written for the person already familiar with BASIC and with the inner workings of data storage in a microcomputer. When the high-resolution mode is entered with the program statement

POKE 8194,158 : POKE 8193,60

the RAM used for screen characters be-

comes RAM used for defining the fine graphics characters (see Table 1) that are numbered 0 through 31.

Line 1 of the screen memory defines characters 0 and 1, line 2 for characters 2 and 3, line 3 for characters 4 and 5, and so on. The first 16 bytes of each line are for even characters, and the second 16 are for odd characters.

Memory position 512 is row 0 of character 0; position 513 is row 1 of character 0; and so forth to address 527. Memory position 528 is row 0 of character 1, position 529 is row 1 of character 1, and so on.

Reread the previous paragraphs again and visualize the screen as a map of RAM from position 512 to 1023. To define all characters you will have to poke all of these positions. This is a formidable task at first, but bear with us; it will get a little worse before the fog lifts.

Now for the final hurdle. By now, you should be asking yourself: "Just what number do I poke into these memory locations?" The answer is, "Why, the decimal equivalent of a coded-base 4 number!" We'll bet you thought you had it made once you mastered bases 2, 8 and 16. This one is easy. Each of four colors has an equivalent number that defines it: green = 0, yellow = 1, blue = 2 and red = 3. Just determine



not only the new string, but also parts of the old string. Remembering to always set the string to a null string before an input solves the problem, but it means that programs running on other systems require some translation before they will run in APF BASIC.

In other ways, APF BASIC is convenient. Variable names can be up to five characters, though only the first two are used by the machine. A variety of statements is present, including GOTO, GOSUB, RETURN, ON GOTO, ON GOSUB, IF THEN, FOR-NEXT, END, STOP, REM, DATA, READ, RESTORE, INPUT, PRINT and even PRINT USING.

The keyboard (and display) have upper-case letters only. Although there is a CTRL key, it does not generate the traditional control characters. Instead, pressing CTRL and another key generates entire keywords. For instance, the CTRL-Y combination generates the word PRINT on the screen. To cut down on program storage, keywords are stored as single characters in memory, and the CTRL key lets them be entered that way

directly from the keyboard.

To allow BASIC to sense whether a key is pressed—without waiting for a carriage return—BASIC's KEY\$ statement allows the program to sense not only keys on the main keyboard, but also the calculator keys on the joysticks and the joystick paddles themselves.

Cassette program storage is controlled by CLOAD and CSAVE commands, which load or store all of RAM. There are no explicit commands for maintaining data files on cassettes, but since CSAVE saves all of RAM, it saves not only the program, but also all dimensioned variables. Hence a program and its data can be saved for later reuse. Once the cassette is CLOADED, the program can be run again; the only precaution is that it must be started with a GOTO rather than a RUN statement, since RUN automatically resets all variables to 0 before starting. Several APF financial programs (such as an excellent Checkbook/Budget Manager cassette) make use of this feature to build a data set month after month.

APF BASIC can access machine-language programs or data via PEEK, POKE and CALL statements. This allows BASIC to control I/O equipment such as the cassette recorder—a very necessary function since the BASIC interpreter forgets to turn off cassette audio after a cassette is loaded, and there is enough hum in the audio system to make it objectionable. It is also easy to link to machine-language subroutines; the technical reference manual describes this procedure extremely thoroughly. A serious programmer needs that manual, since the main BASIC instruction manual's 21 pages don't explain much of the system; it only makes sense to someone who already knows some BASIC. (A BASIC Tutor program cassette is available for \$49.95 to teach BASIC to a beginner.)

APF BASIC has two extensions—one for graphics, the other to play tunes via the TV set's speaker.

Music is played by a MUSIC command. Each note of three octaves is assigned a number from 1 to 7 for the middle octave, /1 to /7 for the lower octave or \*1 to \*7 for the

which color you want in each of the four pixels of a line of a character and solve the formula

$$C1*64 + C2*16 + C3*4 + C4$$

and you end up with a decimal number that represents the four colors in the four columns of the row of that defined character.

Here's an example. The character we wish to define is number 5, whose memory location starts at  $512 + 16*5$ , or 592. The row of that character is number 8, whose memory position is thus  $592 + 8$ , or 600. The colors we want are red (3) in column 1, green (0) in columns 2 and 3 and yellow (1) in column 4. Using the formula, we get

$$3*64 + 0*16 + 0*4 + 1*1 = 193$$

Thus, we would use the statement POKE 600,193 to define those four pixels. Sixteen POKE statements define the whole character if each row was different from the others, as in defining a chess piece shape or a kata kana character.

However, many or all lines are often the same so that a character definition can be simplified with a FOR-NEXT loop. Thus,

```
FOR X = 592 TO 607
POKE X,193
NEXT X
```

will define character 5 as consisting of three vertical stripes—a thin red one, a thick green one and a thin yellow one.

### Applications

When you are in high-resolution graphics mode, what is displayed on the screen is addressed by RAM memory from address 0000

to 383 (base 10). That's 32 characters across the screen and 12 down (as contrasted to 16 down in alphanumerics mode). All you have to do now is poke into that section of memory the appropriate defined character. Thus,

```
10 FOR X = 0 TO 371 STEP 12
20 POKE X,5
30 NEXT X
```

will place the character we created down the left edge of the video field.

If you think you now have a handle on the high-resolution graphics, study the program in Listing 1 and try it out. Note that here we define the special graphics *before* we enter the high-resolution mode, so that you will be able to watch them being defined by your program at the top of the TV screen just before entering the second part of the program that gives a random sprinkling of the characters over the field.

Then, while still in high-resolution mode, the KEY\$(X) waits for a key to be depressed; when it is, it redefines character number 4 to solid yellow. A second KEY\$(X) allows escape from the high-resolution mode with POKE 8193,52 : POKE 8194,30.

If you forget to escape the high-resolution mode with these two POKE statements when you are programming and you think you have lost control, don't hit the reset or break buttons. Hit break and carefully type in the two POKE statements (you won't see them on the screen, but they are in the computer). Then hit enter and you're back to the land of reality. ■

```
100 REM HI RES GRAPHICS DEMONSTRATION
110 REM ESPOSITO/THIEL DEC1979
120 REM CHAR#0 = VERT STRIPES
130 FOR I = 0 TO 15
140 POKE 512 + I, 198
150 NEXT I
160 REM CHAR#1 = SOLID GREEN
170 FOR I = 0 TO 15
180 POKE 528 + I, 0
190 NEXT I
200 REM CHAR#2 = HORIZ STRIPES
210 FOR J = 0 TO 3
220 FOR I = J TO J + 12 STEP 4
230 POKE 544 + I, 85*J
240 NEXT I
250 NEXT J
260 REM CHAR#3 = SOLID RED
270 FOR I = 0 TO 15
280 POKE 560 + I, 255
290 NEXT I
300 REM CHAR#4 = ZIG-ZAG
310 FOR J = 0 TO 3
320 FOR I = 0 TO 8 STEP 8
330 POKE I + J + 576, 4*J
340 POKE I + J + 580, 4*(3 - J)
350 NEXT I
360 NEXT J
370 REM SETUP FINE RES MEMORY
380 REM WITH GREEN CHAR#1
390 FOR I = 0 TO 383
400 POKE I, 1
410 NEXT I
1000 REM ENTER HI RESOLUTION MODE
1010 POKE 8194,158 : POKE 8193,60
1020 REM RANDOM CHARACTER FIELD
1030 FOR I = 0 TO 383
1040 POKE I, INT(RND(0)*5)
1050 NEXT I
1060 IF KEY$(X) = "" THEN 1060
1070 REM RE-DEFINE CHAR#4 TO YELLOW
1080 FOR I = 576 TO 591
1090 POKE I, 85
1100 NEXT I
1110 IF KEY$(X) = "" THEN 1110
1120 REM EXIT HI RESOLUTION MODE
1130 POKE 8193,52 : POKE 8194,30
```

Listing 1.





APF's Imagination Machine features a typewriter keyboard, two game-style controllers, a built-in cassette deck, a built-in microphone jack, a cartridge connector plus the expansion box to add on a printer, telephone modem, minifloppy disk or additional memory.

upper octave (with + or - signs for sharps and flats). Placing these symbols into a string variable or constant after the word MUSIC results in playing the indicated tune. Though the resulting monotonic music is quite plain, it does add an interesting touch to some programs. Individual tones are also used in many APF programs to provide keyboard feedback.

Low-resolution graphics are handled through five special commands. A COLOR command assigns one of eight colors to the current cursor position, while the SHAPE command can paint one of 16 shapes at that position. The cursor position is chosen by a PLOT command.

In addition, HLINE and VLINE commands can plot horizontal or vertical lines.

High-resolution graphics are also possible, but must be done through PEEKs and POKEs to the graphics RAM. It is possible to fully control this mode from BASIC, as well as PEEK into various locations to see what is on the screen, where the cursor is and so on. But APF BASIC is so slow that any such graphics would require overly long waits. To achieve reasonable graphics speeds, you really have to add machine-language routines or write everything in machine language. (Only one APF game cassette—Word Factory—is written in machine language; all the others are in BASIC and have very slow graphics movement.)

#### Software

The Imagination Machine can essentially

run four kinds of programs—those available in a cartridge, those sold on disk or cassette and those you write yourself.

The cartridge programs are the same games (listed above) which are sold for the MP1000. All of these are written in machine language, and provide quite good graphics of the TV-game kind.

With one exception, APF cassette programs are written in BASIC. The exception is a game called Word Factory, which is a spelling game for children in the 6-9 age group. (But note that even here, the BASIC cartridge must be inserted to provide the CLOAD command needed to load the cassette.) Word Factory is interesting for kids, except that its vocabulary is necessarily limited. Since it is written in machine language and is not documented, even a customer with excellent programming ability would have trouble adding more words.

BASIC cassettes currently available include:

**Music Composer/Player Piano.** Stores four simple tunes which can be played, or new ones substituted.

**Typing Tutor.** Provides some finger exercise for the typing student and monitors his performance.

**Checkbook/Budget Manager.** A well-done program that provides a month-by-month checkbook balancing and budgeting function and tells you how well you are doing within each budget category.

**Math Tutor.** Not reviewed.

**Perception I.** A game where two players

compete in recognizing shapes, letters and numbers.

**Space, Size and Surface Guide.** A program for computing areas and costs to cover them—with grass seed, tiles, paint and what have you. For the price of this program, you could buy three APF calculators, which would be more useful.

**Personal Business Machine.** Calculates interest rates, mortgage payments and the like. Runs very slowly and gives the wrong answers.

**Budget Manager II.** Keeps a detailed record of expenses in 13 different categories (such as food, rent and auto) and provides totals and summaries. Like most of the home finance programs, this one would be much more useful if a printer were available to print the results.

**Artist and Easel.** Used to "draw" six different still pictures on the screen and display them either one at a time or in sequence.

**Bar Charts.** Not reviewed.

**Spelling Duel.** An interesting game for kids as well as grown-ups, similar to Scrabble but played on the TV screen.

**Electronic Files.** Not reviewed.

**Adventure Castles.** Not reviewed.

**Billboard/Message Center.** A very interesting program which implements a new language specifically for setting up interesting video displays. A variety of commands, such as CURTAIN to create a mock curtain on the screen to cover and uncover text, makes for an interesting display and



ideal sales presentations. (With a camera and good-quality TV set, this program could make varied and eye-pleasing slides for illustrated lectures.)

**BASIC Tutor.** Not reviewed, but should be essential for the beginner, since the BASIC language manual supplied with the system is more of a reference manual for the experienced user.

**Computer Lab.** Not reviewed. Teaches basics of computers and assembly language.

**Jumbled Up Things.** Not reviewed.

Most APF program cassettes are either \$19.95 or \$29.95; the BASIC Tutor is priced at \$49.95. Undoubtedly, other cassettes and cartridges will be available in the future from APF and others.

Disk programs scheduled for early release include an accounts receivable package, mailing list program, machine-language editor and assembler and a Visicalc-like program for general record keeping.

In addition to purchased software, it is, of course, also possible to write your own. Since the Imagination Machine has a fairly capable BASIC, a variety of business, entertainment and educational programs can easily be written and saved on cassette. Unfortunately, APF string usage is completely different from most other small systems, and so it would be difficult to take a program from a magazine and convert it to the Imagination Machine.

Writing BASIC programs is somewhat difficult for another reason as well. Since the display is only 32 characters wide, and the BASIC interpreter inserts a number of extra spaces around keywords, virtually every BASIC statement will wrap around the end of the line. This makes BASIC programs very hard to read. For instance, while it is possible to LIST the programs from APF cassettes on the screen, in many cases the screen will contain only two or three statements, spread out over many lines each. This is compounded by the fact that there is no way to temporarily pause while listing—thus, you never know how many lines to LIST in order to fill up, but not exceed, one screen-full. Each time you resume, you must type in a new LIST command with the required line numbers.

For this reason an external terminal or printer, connected via the RS-232C port, is almost indispensable for any kind of serious programming, whether it be in BASIC or machine language.

APF BASIC has another quirk that is sometimes awkward. When running, a program can be interrupted by pressing the break key on the keyboard. However, this key does not work while the program is looking for an input. Thus, in simple programs which have a lot of input statements in a row, it may not be possible to hit the

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break key at just the right time for it to be recognized.

On the other hand, the Imagination Machine is very easy to program in machine language. There is a monitor in the BASIC ROM with which you can examine or modify memory; this makes the job easy. The technical reference manual has detailed programming information. Moreover, the 6800 processor is probably the easiest one to learn and use. A number of schools use it in programming courses for that reason.

### The DOS

The DOS, or disk operating system, is contained inside the BASIC ROM cartridge and provides one of the simplest—and fastest—systems yet. It essentially has four commands:

INIT initializes a blank disk to format the sectors and set up an empty directory. Unlike many other disk systems, initializing a disk takes only a few seconds.

DIR displays the directory of a disk.

SAVE "file-name" saves a BASIC program on the disk. The special form SAVE "file-name" K is used to delete a file.

RUN "file-name" loads a file from disk for running.

The disk can also be used for data files, though file storage is not as convenient as on some other systems.

BASIC's OPEN and CLOSE statements open and close a disk file; up to four different files can be open at the same time.

Data files can be either sequential or random, but in both types the file is divided into 256-byte records, and a file can contain a maximum of 127 records. Thus, the maximum file size is just under 32K. Though this is an adequate size, the fact that each record is a self-contained entity and data fields cannot cross record boundaries sometimes makes packing data into a record somewhat difficult, if it is necessary to squeeze every last byte into a file.

### Summary

The APF Imagination Machine is an interesting system not just for the casual programmer, but even for a person interested in the technical aspects of what makes it tick. It contains quite a few features which other systems don't have—such as the built-in cassette recorder with separate data and audio tracks. Its ability to control the audio playback and motor during program execution makes it quite useful for educational programs.

A good variety of accessories and interfaces is available to expand the system at moderate cost; certainly the System II with its expansion box, disk interface and disk drive provides a lot of equipment for its price.

Since APF provides full technical infor-

mation—including complete diagrams, printed-circuit board parts layouts, timing diagrams, program listings and other information—interfacing other equipment or writing more fundamental programs is not difficult. (And for someone interested in learning about computers, the Imagination Machine could provide an excellent teaching and experimental tool.)

On the other hand, the software has some rough edges. APF BASIC has quirks which make conversion of programs difficult. It is slow and lacks many string and arithmetic functions that are often needed. Hopefully, the new Level II BASIC cartridge will be a significant improvement.

Although some of the program cassettes are quite good, many are trivial and not interesting after the first 15 minutes. Since they are expensive (the complete set of 18 costs almost \$500), it becomes important to choose well and carefully. (But this is a common problem with other "appliance" computers as well.)

Perhaps the best way to summarize the system is by comparing it with some of its competition. In terms of the TRS-80, I would place it somewhere between a Level I and a Level II system. Its great advantage is color graphics and simplicity—even with a disk system—but like most systems designed for use with a color set, the color graphics are coarse and the alphanumeric display has short lines.

There is, unfortunately, no easy way to couple the Imagination Machine to a color monitor, so its graphics quality greatly depends on the TV set you use with it.

The Imagination Machine is, of course, less expensive than an Apple II. Its BASIC is somewhat better than Apple's Integer BASIC, but not as good as the optional Applesoft BASIC. In terms of future expansion, there is a much greater variety of add-ons for the Apple. When a good color monitor is used with the Apple, the graphics output looks much better.

In overall capability, the Imagination Machine compares well with the Atari 400 (which, with its optional cassette recorder, lists for about \$100 more). The APF keyboard is better, but nothing can compare with the speed of Atari graphics!

Ultimately, the question arises—is the Imagination Machine a game or is it a serious computer? When you really think about it, no system which relies on the coarse detail and definition of a standard color TV can really ever be a serious computer. (Even the twice-as-expensive Apple II requires an extra black-and-white video board for serious use with programs such as Visicalc.) But taken as a game, an educational machine or a vehicle for home finance applications, the Imagination Machine stacks up well against the competition. ■







## MATTERS OF CHOICE FOR MANUFACTURING SYSTEMS



*Don Ludlum, President and Founder of Ludlum Measurements, Inc. is shown with several of the Radiation Detection Products which are manufactured by the company. Ludlum Measurements, Inc. received the Texas Governor's Industrial Expansion Award in 1975.*

inspection needs, and many areas of environmental control. Ludlum Measurements has grown from a small sales volume and workforce to a multi-million dollar company employing over 80 people. This growth has created jobs, provided training, and contributed to the overall economic growth of the area. For this contribution the company received the Texas Governor's Industrial Expansion Award in 1975.

"This growth has not been without its problems, particularly in a manufacturing company. The increased sales and labor force meant new challenges for planning and control of the operation," Don Ludlum, Founder and President comments.



**THE COMPANY:**  
**LUDLUM MEASUREMENTS, INC.**  
**SWEETWATER, TEXAS**

Ludlum Measurements, Inc. was organized in 1962 for the design and manufacture of proprietary radiation detection safety instrumentation. The development and use of radiation sources has moved far beyond X-Ray machines and this new growth has required the development of more sophisticated methods of measuring radiation. From these new applications has developed the need for products which increase the level of nuclear safety. Products were developed by Ludlum Measurements for monitoring nuclear power generating plants, nuclear gauging and servicing applications, nuclear medicine research, energy conservation and research, oil field tubing



*The modern production facility at Ludlum Measurements, Inc. employs approximately eighty people. With many different production work orders active at any given time, and many items entering and leaving the stock room, requires the MSI computer system for effective inventory management and control.*

"The requirements for increased information obviously lead many companies to consider computerization. The consideration of a computer for a manufacturing company is many times stimulated more by sheer growth than anything else. Coping with increased buying levels, projecting component demands, scheduling production runs, all become larger more complex tasks. We even had a service bureau for some four years, but the costs kept getting higher and we had special problems requiring manufacturing oriented software different than the service bureau could offer."

"We considered IBM and NCR because of name and reputation, but found very quickly that making the right choice was more than a matter of the right name or even price for that matter. We needed an approach that would meet OUR needs. We did a thorough search and we think we made a reasonable judgment of the systems on the market and chose MSI. Based upon the product, software and support, we are glad we chose MSI."

*The production of many different models of radiation detection instrumentation requires an inventory of several thousand individual items and subassemblies.*



## "REAL WORLD" MANUFACTURING ISSUES

Selecting an inventory computer system today involves the evaluation of many different system elements. While the capital costs have come down dramatically, the decision is still very critical because of the tremendous value of OUR information stored and handled by the system. We found several issues to be key to our decision to buy the MSI system.

**TIME LAGS** - not having the information when you need it. Often the cause of stock shortages and untold production delays. Some of the features we needed were:

- On-line data base with interactive file management
- Immediate file updating as parts are received from vendors or drawn for production

**MANUFACTURING INEFFICIENCIES** - production scheduling, materials planning, not knowing the optimum production lot size, incomplete job costing, all impair production efficiency. We wanted the following as a way of avoiding these problems:

- Manufacturing forecasting
- Reorder lists-by part number, vendor, etc.
- Job costing functions
- Where used reports, bill of materials explosions, substitution info.
- Production pick lists

**INVESTMENT MANAGEMENT** - ordering only what you need from real time information. Maintaining proper inventory controls means increased inventory turns on smaller dollar level ..... in all better Return On Investment.

To meet these objectives we needed:

- Monitoring of inventory on hand, even by location
- Current investment dollars and units
- Complete transaction files and audit trails
- Purchase order files showing quoted price, delivery, and backorder information.
- Complete history files for each inventory item showing delivery and utilization data for every item

**COST ACCOUNTING** - a profitable production operation can only be achieved by careful monitoring of production costs, both material as well as labor. We therefore wanted the following system capabilities:

- A Bill of Materials program with complete materials, labor, and overhead cost breakdown.
- A job costing feature which associated all inventory withdrawals with the appropriate job number
- Monthly job cost analysis reporting
- Payroll programs with labor job cost analysis

**SUPPORT** - all systems need support or service at one point or another. Making sure it is available is important. After all Sweetwater, Texas is not New York. We considered it very important that MSI offered:

- Automatic program enhancement availability
- Full service support
- Modem communications with MSI to provide On-line system diagnostics and software support.

## OUR DECISION - MSI

**THE IMPACT** - The use of computers is better understood by business every day. They save time, make more information available, and usually improve the quality of that information. These all relate to the basics of business planning, implementation and control. **The MSI system and personnel delivered for us.**



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- 2) High Speed Basic On An OSI.
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**C1E/C2E** for C1/C2/C4/C8 Basic in ROM machines.

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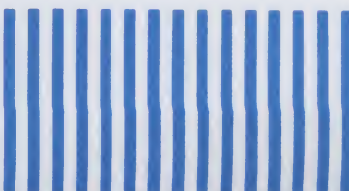
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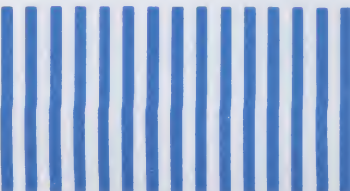
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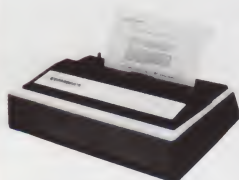
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# Good Times, Bad Times With the Compucolor II

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*This author, as one of the system's early users, predicts a colorful future for this computer, despite a lack of suppliers at present.*

---



*The Compucolor II. (Photo courtesy of Intelligent Systems Corp.)*

Barry L. Parr  
2400 Alvin St.  
Mountain View, CA 94043

I have a love/hate relationship with the Compucolor II. It's got more power than any microcomputer in its price range, its BASIC is as extensive and versatile as anything on the market, it offers all sorts of features as standard equipment and its graphics are brighter and sharper than anyone else's. Yet, with only a few thousand machines in the field, not much independently developed software and hardware is available.

I was attracted to the unit by its price/performance ratio and color graphics. It's doubtful that anyone can match Compucolor's array of features for the money: full-color monitor, 16K RAM, RS-232 port, floppy disk drive, 128 x 128 graphics and complete floating point BASIC for \$1795. The competition weighs in at around \$2400, and some of them don't even have all these features.

(The monitor situation makes cost comparisons difficult. The Apple and Atari prices include the cost of a color television set, which the buyer may already have.)

Also, Compucolor's dedicated monitor produces sharp, stunning colors that surpass anything that can be done with a color TV and an rf modulator. The colors are brighter, the edges of the graphics much sharper and the resolution on characters superior.

Also, you can produce 32 lines of 64 char-



acters. This gives you 2048 characters per page, better than a standard terminal at 1920 characters, let alone a TRS-80 (1024), PET (1000), Apple (960) or Texas Instruments (768).

### System Features

The Compucolor is expandable to 32K RAM, which is enough for most programmers. Keep in mind that every byte of this is available to the user, because the Compucolor also has 17K of ROM (Microsoft BASIC, disk operating system and added graphics commands) and 8K of dedicated screen memory.

The RS-232 port is a nice touch. Given current printer prices, some users may want to forego the luxury. This would certainly make the Compucolor's price less attractive. However, you can get an inexpensive (\$29.95) sound generator that attaches to the port from CAP Electronics (8462 Hillwood Lane, Ste. 2, Tucson, AZ 85715).

There are some problems with the port. It will not perform the handshaking needed for transfer rates over 300 baud without a simple, inexpensive hardware fix. Also, you might have some problems interfacing the Compucolor with certain printers. You had better make sure that it works with the printer that you have in mind.

Of course, the floppy disk is a big feature. You will wonder how anyone can program without it. In addition to a good DOS, Compucolor has an excellent series of random access file commands.

While the disk only accommodates 52K bytes of data, keep in mind that 17K of ROM means you don't have to keep DOS or BASIC in drive one, as some personal computers require. There is plenty of room to store several versions of any program, and there should be enough room for most personal data bases on a single diskette.

The disk is the Compucolor's weak link. Early units seem to be the worst. It's a good idea to avoid Compucolors whose serial numbers are before 103000. They have trouble staying aligned, and a disk recorded on one unit may not be readable by another. Compucolor claims to have corrected this problem around August 1979. When "CPU Reset" is pressed on the new machines, they will show they are using BASIC version 8.79.

Also, the early drives were not well-shielded, and picked up considerable interference from the monitor with which they share a cabinet.

As might be expected, the Compucolor's add-on drives are much more reliable. Unless I am copying disks, I use my add-on drive almost exclusively.

Finally, if you need lots of storage, eight-inch floppies will be available soon. They

have been used for years with CC's big brother, the Intecolor.

When the Auto button is pressed, Compucolor automatically loads and runs the last version of any program on the disk called MENU. This is a terrific feature for creating turnkey systems, or for programs you use a great deal. Because programs can be chained, MENU can load other programs on the diskette. The combination control-A also loads MENU, and the proximity of the control and A keys makes this a little dangerous. Also, because of the way the plot commands are set up, a badly written program also risks loading the MENU on top of itself.

### Graphics

Compucolor's graphics are stellar. You can choose between 16 submodes to plot points, lines, vertical bar graphs and hori-

use all eight colors at once in 128 x 128 graphics. You can mix graphics and alphanumerics on the screen and specify foreground and background colors.

You are limited to two colors in each of the 2048 character blocks. This is not much of a limitation. This flexibility is the result of dedicating 8K of RAM to the screen. In any of the 32 x 64 character blocks on the screen, you can specify foreground and background color, blink and whether it contains graphics or alphanumerics. Each character block is divided into eight plot blocks, which can be turned on or off individually. Because there are eight blocks, they can be represented in memory by a single byte.

The screen memory organization gives the system some of its graphics power. Remember that the screen can hold 2K characters. Associated with each character is a

---

**Compucolor's graphics are stellar . . . The use of graphics is flexible. You can use all eight colors at once in 128 x 128 graphics. You can mix graphics and alphanumerics on the screen and specify foreground and background colors.**

---

zontal bar graphics, and incremental modes that permit extensive control of the widths of all of these plots. Other plot commands switch between small and large characters, special character sets, blink modes and foreground and background colors. In fact, any mode can be entered or the output specified through the plot commands.

The bad news is that aside from the word PLOT, all of the commands are numbers — numbers that can take on new meanings depending on their position in the command. As in machine-language programming, unless you know the previous instruction, you can't tell whether a particular byte is an instruction or data.

For example, the command PLOT 6,2 can have several meanings. By itself, it changes the screen color (PLOT 6) to green foreground and black background (PLOT 2). Preceded by PLOT 2, it means to plot a point at coordinates (6,2). Preceded by PLOT 3, it means to move the cursor to the sixth character position of the second line. Preceded by other plot commands, it can define the length and position of a vertical or horizontal bar graph or the end point of a line.

This may all seem complicated, but it does not take long to learn the codes. Once you become used to them, the Plot command becomes a concise and powerful tool.

The use of graphics is flexible. You can

status byte that specifies any of eight foreground and background colors, character type and blink status. This adds up to 4K.

Finally, there is a fast and a slow screen memory, doubling the total screen memory to 8K. Among other things, this memory arrangement lets you mix graphics and characters on the screen in any combination of positions and colors without having to worry about memory restrictions or other constraints. This memory arrangement makes it easy to save screen displays on the disk. Carefully constructed displays (for example, a graph or a game board) can be saved as a 4K byte data file with a few simple instructions and called up for later use.

There is also a collection of high-resolution special characters that can be used to create excellent displays (if you have the patience). In addition to lines and corners, there are parts of extra-large characters (four times the size of the regular character set), chess pieces and playing card suits.

Unfortunately, the graphics section of the Compucolor programming manual is inadequate. While the chapters on the BASIC language are passable, this information can be found in any of a number of sources. When describing the graphics and file systems, the two unique features of the system, the text lapses into incoherence. Compucolor has recognized this and has purchased an improved graphics manual. I've read the new manuscript, which will be



a big improvement. But there is no telling when this will be available.

As one of the early users of the machine, I was on my own in learning to use it. Once I called Compucolor about a simple, but important, software question. After four tries, I found someone who knew the answer to my question.

"Golly," I said, "that's pretty important. And it's not in the manual." The voice on the other end of the line was sympathetic. "I know," he said, "I learned by accident."

I learned how to program Compucolor's graphics by trial and error. The manual taught me little more than the names of the graphics submodes. (In the revised manual I wrote for friends, I even changed many of these names in order to make them more descriptive.) How they actually worked was incomprehensible to me.

But I persevered, and within a couple of months I was teaching the graphics commands to other bewildered beginners in our Compucolor users group. The graphics can be powerful once under control.

### The Disk

As I mentioned, the other flaw in the documentation was its coverage of the random access file system.

Like most personal computer buyers, I didn't even know what a random access file was when I first sat down at the machine. The manual was of no help. This is one of the most poorly documented areas of personal computing in general, due, no doubt, to the relatively recent advent of the floppy disk.

I managed to piece together a conceptual notion of files using *BASIC and the Personal Computer* (HP and DEC software), *The User's Guide to North Star BASIC*, and the Apple Cart column in *Creative Computing*. Thus armed, I was able to tackle Compucolor's unique syntax.

As with the graphics, the file commands are powerful once you get a handle on them. In addition to commands to open, close, get, put and create files, there are two commands for file error trapping, variable-sized buffers for getting as much of your file into RAM as possible to avoid tedious disk accesses, and commands to dump modified buffers without closing a file and to output the attributes of a file. You have immediate access to any of 52,000 bytes of information on the disk.

You can also read and write any part of RAM to any place on the disk and vice versa. These are the commands that permit saving screen displays on the disk. You can chain programs, enter FCS and use DOS commands while in BASIC programs (copy, delete, set defaults, print directories, initialize disks, load and run machine-language programs and rename files). You can

**Compucolor has not done much to encourage the independent development of software, but has been doing a good job of supplying its own.**

even save on the disk the contents of any array that you have used in a program and recall it for future use.

The documentation crisis has been relieved since I learned to program the Compucolor. CC's *Colorcue* newsletter has done a good job of alleviating many of the gaps in the programming manual. Also, several local users groups offer help. Compucolor is now willing to sell a documented listing of its ROMs for \$100 (excluding, of course, the portion owned by Microsoft).

The one remaining problem is that the microcomputing press has yet to publish a single article on how to get more out of your Compucolor. This is a serious problem.

### Hardware Options

You will probably have to pay CC's list price for memory upgrades, although some independents may do it for less. To go from 16 to 32K requires an additional circuit board and a ROM.

There are two keyboard options. The intermediate keyboard adds a numeric keypad, which can be convenient, and a color keypad, which is not very useful. The top-of-the-line keyboard includes a set of graphics keys that let you draw pictures on the screen in immediate mode. I have the keys and have never used this option. But there is a good word-processing program for the Compucolor that uses these keys. Lowercase is available on ROM for around \$100. It lacks descenders, but is useful for humanizing your programs and necessary for word processing.

### Software

Compucolor has not done much to encourage the independent development of software, but has been doing a good job of supplying its own. Unfortunately, you must adapt to the problems of having to rely on a single source for your software and live with whatever schedule it wishes to impose. A fairly complete listing of all the software available for the Compucolor follows.

**Compewriter**—This is a very good word-processing program. It includes a set of keycaps that fit on the expanded keyboard and turn the Compucolor into the nearest

thing to a real word processor that you are going to find on a microcomputer. It comes with an excellent manual and costs around \$200.

**Text Editor and Assembler**—One is useless without the other. No, Virginia, the Text Editor is not a word processor, nor will it edit BASIC programs. A new screen editor for the assembler is now available.

**BASIC Editor**—This is an excellent program that corrects a major failing of the machine. Compucolor now has an editor that is better than that on any personal computer I know of. An absolute necessity.

**Formatter**—In the Dark Ages (1979), the Compucolor could not format its own diskettes. The company figured they could get rich selling preformatted Verbatim diskettes at \$10 apiece. People figured out how to format diskettes in the field, and when dealers started to do it, Compucolor stomped on them. But the marketplace finally forced Compucolor to cough up the format program. While Compucolor now sells preformatted diskettes for \$5, this program is still another necessity.

**Star Trek**—A good version. Nice graphics, but it lacks instructions. They figure everybody knows how to play by now.

**Chess**—Plays a terrible game; likes to use its bishops. Chess pieces are special characters, so the display is impressive.

**Othello**—Plays a pretty good game, but once you understand its strategy, you can give it a drubbing.

### Conclusion

When the Compucolor first came on the market, it was plagued with the sorts of problems that trouble any beginning system. It also had the problem of being the stripped-down version of an advanced business machine.

The manufacturer now seems to have dedicated itself into turning it into a serious personal computer. It is an excellent base on which to build that market. For all its faults, I am impressed with the computing power that Compucolor offers for such a low price.

My only strong objection to the system is that there are not many suppliers—other than the manufacturer—you can count on. If you're interested in music, speech synthesis, voice recognition, hard disks or other fancy peripherals, the Compucolor is not the system for you.

On the other hand, if you want a powerful BASIC computer, color graphics, disk and serial port for well under \$2000 and plan to write most of your own applications software; if you are not intimidated by generating some of your own documentation; and if you like the challenge of unraveling the intricacies of a powerful computer system, give the Compucolor a good, close look. ■



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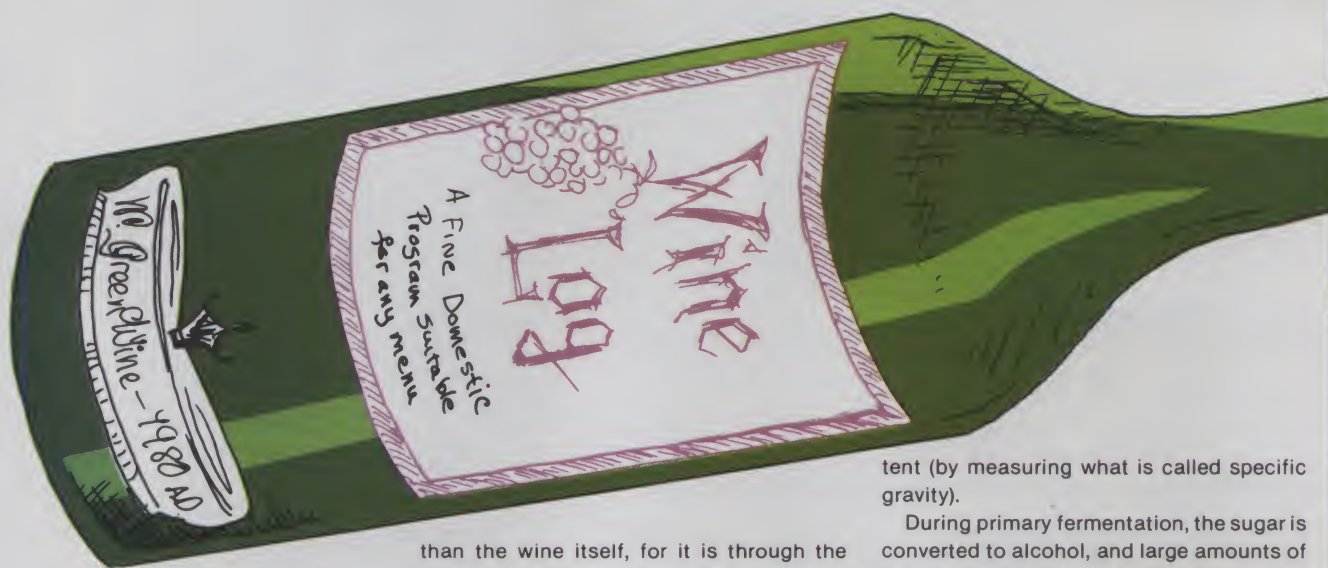
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# Wine Log Program



Thomas W. Glaser  
Route 1, Box 312  
Rochester, MN 55901

According to the poet Hesiod, wine was first invented on Mount Nysa in Libya by Dionysus, son of Zeus. From there, as told in Greek legend, vine culture crossed the Mediterranean to Crete and Greece, where the ritual of wine drinking became part of the Dionysian cult.

Other legends place the origin of winemaking in other parts of the world in differing times. The Bible, for example, says it started with Noah after the great flood.

But whatever its roots, the art of transforming the juices of the grape or other fruit into a flavorful and often subtle beverage has flourished throughout the world. For many, winemaking in the home has become a popular and fascinating hobby. It combines elements of science and art to yield a delicious by-product.

Some months ago, I mixed my first batch and joined the ranks of home winemakers. But after I had picked up the ingredients for another batch, I realized I had forgotten to also pick up a wine log.

Most amateur winemakers keep a careful record, or log, of the wine's progress. In fact, if a wine should turn out particularly good, the log may become more valuable

than the wine itself, for it is through the carefully kept record that the winemaker can best attempt to reproduce the good batch.

The lack of the log could not interrupt the mixing of the batch at hand, but the recording of the ingredients and quantities on the back of a paper bag left much to be desired. Only when my paper sack log landed on the desk that also supports my microcomputer did the advantages of automating my wine logs occur to me.

The program described here specifically provides the necessary features to maintain an accurate and complete log of a wine's progress from initial mixing until after the aging, when the real fun—the tasting and subsequent consumption—takes place.

## What a Wine Log Records

Depending on the type or variety of wine, the winemaking process can take from several months to several years. For record-keeping purposes the process can be divided into three distinct stages.

Winemaking begins with the mixing of the ingredients in a large tub called the primary fermentor. The quantities and types of ingredients are carefully recorded, along with any special methods used in the mixing. Also recorded are certain key chemical features of the mixture, called the must, like the relative sugar and acid content.

The yeast is then added to the must, and the phase called primary fermentation begins. During this time, which normally lasts several days, much of the sugar in the mixture is converted to alcohol. The winemaker takes a small daily sample of the mixture and tests it for relative sugar con-

tent (by measuring what is called specific gravity).

During primary fermentation, the sugar is converted to alcohol, and large amounts of carbon dioxide gas are released from the mixture. The wine will often appear nearly violent, with much bubbling and popping of the must. The winemaker, in measuring and recording the specific gravity of the must daily, follows the progress of this chemical change. When enough of the sugar has been converted, the process slows down and the liquid part of the mixture can be transferred to a second container, called the secondary fermentor.

The secondary fermentor is a closed container, like a large glass or plastic bottle, with a device called a fermentation lock attached to the filler. The fermentation lock lets the carbon dioxide gas escape from the bottle, but prevents potentially damaging air from entering.

During secondary fermentation, the conversion of sugar to alcohol is completed over some months and the yeast and other sediment settles to the bottom of the fermentor. The winemaker will typically siphon, or rack, the wine several times during this period to remove the sediment and assist the wine in clearing, and records the specific gravity. Also noted at this time are the wine's clarity, color, taste and other observations.

After several months in the secondary fermentor, the wine is ready to bottle. This is the final stage in the process. The wine is transferred to bottles, corks are inserted, and the bottle aging begins.

Depending upon the type of wine, this period may be from a few months to several years. Little is recorded during this period until the moment of truth when the first bottle of the batch is uncorked. At this time the winemaker completes the log by giving his



# for SWTP



Listing 1. Wine-log program in SWTP BASIC.

```

0010 LINE= 80:W=4:REM W IS # OF BATCHES/CASSETTE
0020 DIM C$(29),A$(W,68)
0030 REM WINE-LOG VERSION 6-29-80 WRITTEN BY TOM GLASER
0035 FOR I=1 TO 29:READ C$(I):NEXT I
0038 DATA "BATCH NUMBER","TYPE OF WINE","AMOUNT","YEAST STRAIN"
0039 DATA "DATE STARTED","BASE OR FRUIT TYPE","AMOUNT OF WATER"
0040 DATA "AMOUNT OF SUGAR","CAMPDEN TABLETS","YEAST NUTRIENT"
0041 DATA "GRAPE TANNIN","PECTIC ENZYME","ACID BLEND","OTHER"
0042 DATA "METHOD","INITIAL SPECIFIC GRAVITY","INITIAL ACID TEST"
0043 DATA "TEST DATE","SPECIFIC GRAVITY","COMMENT","RACK DATE"
0044 DATA "BOTTLE DATE","BOUQUET","FLAVOR"
0045 DATA "BODY","TANNIN","ACID","% ALCOHOL","DRY OR SWEET"
0050 PRINT :PRINT:PRINT:PRINT "WINE-LOG OPTION MENU"
0060 PRINT "SELECT OPTION:"
0070 PRINT "  1 - LOAD WINE-LOG CASSETTE"
0080 PRINT "  2 - SAVE WINE-LOG ON CASSETTE"
0090 PRINT "  3 - CREATE NEW BATCH RECORD"
0100 PRINT "  4 - UPDATE BATCH IN PROCESS"
0110 PRINT "  5 - PRINT WINE-LOG CONTENTS"
0120 PRINT "  6 - PRINT BATCH DETAIL"
0130 PRINT "  7 - END PROGRAM"
0140 INPUT S
0145 ON S GOTO 2200,2000,150,350,850,910,1380
0150 REM NEW BATCH
0170 PRINT "INPUT ";C$(1):INPUT B
0171 IF A$(B,1)=" " GOTO 178
0172 PRINT "THERE IS ALREADY A BATCH ";B
0173 PRINT "DO YOU WISH TO OVERWRITE THIS BATCH? (Y OR N)"
0174 INPUT I$:IF I$="N" GOTO 50
0175 FOR I=1 TO 68:A$(B,I)=" ":NEXT I
0178 A$(B,1)=STR$(B)
0179 A$(B,2)="1"
0180 FOR I=3 TO 14
0185 IF I=7 PRINT "NOW ENTER INGREDIENTS..."
0190 PRINT "ENTER ";C$(I-1):INPUT A$(B,I)
0200 NEXT I
0210 PRINT "ENTER OTHER INGREDIENTS (UP TO 3)"
0220 PRINT "CR ONLY TO METHOD ENTRY"
0230 X=15:Y=17:GOSUB 1500
0240 PRINT "NOW ENTER COMMENTS ON METHOD (UP TO 4 LINES)"
0250 PRINT "CR ONLY TO END"
0260 X=18:Y=21:GOSUB 1500
0270 FOR I=22 TO 23
0280 PRINT "ENTER ";C$(I-6):INPUT A$(B,I)
0290 NEXT I
0300 PRINT "THIS COMPLETES ENTRY OF A NEW BATCH"
0340 GOTO 50
0350 REM THIS IS THE FILE UPDATE ROUTINE
0360 PRINT "WHICH BATCH TO BE UPDATED?"
0370 INPUT B
0400 ON VAL(A$(B,2)) GOTO 410,550,720,830
0410 PRINT "INPUT TEST DATA FOR BATCH IN PRIMARY FERMENTOR"
0420 FOR I=24 TO 42 STEP 3
0430 IF A$(B,I)=" " GOTO 450
0440 NEXT I:PRINT "TEST FILE AREA FULL":GOTO 500
0450 FOR J=18 TO 20
0460 PRINT "ENTER ";C$(J)
0470 INPUT A$(B,I)
0480 I=I+1
0490 NEXT J
0500 PRINT "IS THE WINE READY TO MOVE TO SECONDARY FERMENTOR (Y OR N)"
0510 INPUT I$
0520 IF I$="N" GOTO 50
0530 A$(B,2)="2"
0540 GOTO 50
0550 PRINT "INPUT DATA FOR RACKING OF THE WINE"
0560 FOR I=45 TO 57 STEP 4
0570 IF A$(B,I)=" " GOTO 600
0580 NEXT I
0590 PRINT "RACK FILE FULL":GOTO 670
0600 PRINT "ENTER ";C$(21)
0610 INPUT A$(B,I):I=I+1
0620 FOR J=19 TO 20
0630 PRINT "ENTER ";C$(J)
0640 INPUT A$(B,I)
0650 I=I+1
0660 NEXT J
0665 INPUT A$(B,I)
0670 PRINT "IS THE WINE READY TO BOTTLE? (Y OR N)"
0680 INPUT I$
0690 IF I$="N" GOTO 50
0700 A$(B,2)="3"
0705 PRINT "ENTER THE DATE OF BOTTLING"
0706 INPUT A$(B,61)
0710 GOTO 50

```



```

0720 PRINT "AH..YOU'VE TASTED IT..."
0730 PRINT "TIME FOR FINAL GRADING OF THE BATCH.."
0740 PRINT "INPUT A COMMENT FOR EACH OF THE FOLLOWING"
0750 FOR I=62 TO 68
0760 PRINT C$(I-39)
0770 INPUT A$(B,I)
0780 NEXT I
0790 A$(B,2)="4"
0800 PRINT "THAT COMPLETES THE LOG FOR THIS BATCH"
0810 PRINT "...ENJOY..."
0820 GOTO 50
0830 PRINT "THIS IS A COMPLETED AND BOTTLED BATCH"
0840 GOTO 50
0850 REM THIS ROUTINE PRINTS A CONTENTS LISTING
0860 PRINT C$(1);TAB(16);C$(2);TAB(32);"STATUS"
0870 FOR B=1 TO 4
0880 PRINT TAB(5);A$(B,1);TAB(16);A$(B,3);TAB(32);
0882 GOSUB 2300
0890 NEXT B
0900 GOTO 50
0910 REM PRINT WINE DETAIL
0920 PRINT "WHICH BATCH TO BE PRINTED?"
0930 INPUT B
0940 PRINT "WINE-LOG FOR WINE BATCH #";B
0950 PRINT "WINE STATUS: ";
0960 GOSUB 2300
1000 FOR I=2 TO 5
1010 PRINT C$(I);TAB(22);A$(B,I+1)
1020 NEXT I
1030 PRINT :PRINT "INGREDIENTS USED:"
1040 FOR I=6 TO 13
1050 PRINT C$(I);TAB(30);A$(B,I+1)
1060 NEXT I
1070 FOR I=15 TO 17
1080 IF A$(B,I)="" GOTO 1110
1085 IF I=15 PRINT "OTHER INGREDIENTS";
1090 PRINT TAB(30);A$(B,I)
1100 NEXT I
1110 IF A$(B,18)="" GOTO 1170
1120 PRINT :PRINT "METHOD USED:"
1130 FOR I=18 TO 21
1140 IF A$(B,I)="" GOTO 1170
1150 PRINT A$(B,I)
1160 NEXT I
1170 PRINT C$(16);TAB(30);A$(B,22)
1171 PRINT C$(17);TAB(30);A$(B,23)
1175 IF A$(B,24)="" PRINT "NO TESTS PERFORMED AS YET":GOTO 50
1180 PRINT :PRINT "TEST RESULTS WHILE IN PRIMARY FERMENTATION"
1190 PRINT C$(18);TAB(12);C$(19);TAB(32);C$(20)
1200 FOR I=24 TO 42 STEP 3
1210 IF A$(B,I)="" GOTO 1240
1220 PRINT A$(B,I);TAB(18);A$(B,I+1);TAB(32);A$(B,I+2)
1230 NEXT I
1240 IF VAL(A$(B,2))<2 GOTO 50
1245 IF A$(B,45)="" PRINT "NO RACKING YET PERFORMED":GOTO 50
1250 PRINT :PRINT "TEST RESULTS AT EACH RACKING"
1260 PRINT C$(21);TAB(12);C$(19);TAB(32);C$(20)
1270 FOR I=45 TO 57 STEP 4
1280 IF A$(B,I)="" GOTO 1310
1290 PRINT A$(B,I);TAB(18);A$(B,I+1);TAB(32);A$(B,I+2)
1295 IF A$(B,I+3)<>"" PRINT TAB(32);A$(B,I+3)
1300 NEXT I
1310 IF VAL(A$(B,2))<3 GOTO 50
1320 PRINT :PRINT "THIS BATCH WAS BOTTLED ON ";A$(B,61)
1325 IF A$(B,2)<>"4" GOTO 50
1330 PRINT "ITS FINAL CHARACTERISTICS WERE"
1340 FOR I=23 TO 29
1350 PRINT C$(I);TAB(20);A$(B,I+39)
1360 NEXT I
1370 GOTO 50
1380 END
1500 REM THIS IS AN INPUT ROUTINE
1510 FOR I=X TO Y
1520 INPUT A$(B,I)
1530 IF A$(B,I)="" RETURN
1540 NEXT I
1550 RETURN
2000 REM OUTPUT ARRAY ROUTINE
2007 PRINT "READY THE WINE-LOG CASSETTE FOR OUTPUT"
2010 INPUT "INPUT CR WHEN TAPE IS READY ",I$
2020 PRINT #2,"C"
2030 FOR I=1 TO W
2040 FOR J=1 TO 68
2050 PRINT #3,A$(I,J);","
2060 NEXT J
2070 NEXT I
2080 PRINT #2,"E"
2090 PRINT "WINE-LOG STORED TO CASSETTE"
2100 GOTO 50
2200 REM INPUT ARRAY ROUTINE
2206 PRINT "READY THE WINE LOG CASSETTE FOR INPUT"
2210 INPUT "INPUT CR WHEN TAPE IS READY ",I$
2220 PRINT #2,"C"

```

final appreciation and comments about the wine.

### The Wine-Log Program

During the three phases just described, the winemaker uses the wine log nearly every time any step is performed. In the first phase, the program required for retaining the key information in the mixing is much like many food recipe programs. But, unlike a food recipe, the winemaking process extends for many months, with data added to the initial recorded information at each step. This characteristic adds the requirement of being able to update or add to the wine log at many points during the process.

To best fulfill these requirements, I chose to represent each wine batch as a set of elements in an array. Each batch has allotted to it 68 distinct possible pieces of information. The definition of the elements in this array for each wine batch is shown in Table 1.

The wine-log program then consists of an option-menu-driven collection of routines designed to operate on the array in various ways. Though modest at the outset, the option menu grew during the program development to include six main routines, which are described shortly.

I also chose to have the entries for all of the routines be made in response to specific operator prompting. This makes operation of the program very simple in that the program's structure guides the winemaker in the recording of key data.

The program (Listing 1) was written in SWTP BASIC version 2.0, but should be easily adapted to other BASIC interpreters. However, the BASIC interpreter must be able to handle data files in one form or another. This is necessary for the input and output routines to read or write the array from or to the cassette storage device.

To minimize memory requirements, the program has few remark statements remaining; thus, a brief explanation of each section will help you understand the program.

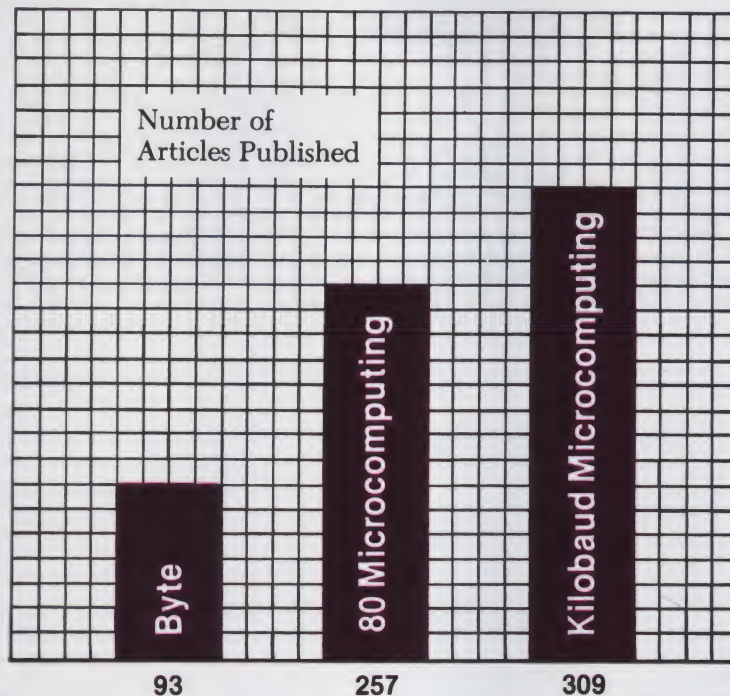
Lines 10 to 145 initialize variables and output the option menu to the terminal. Note that in line 10, a user-defined variable (W) allows the number of batches per cassette to be defined. The limitation here is not one of cassette capacity though, but rather the capacity of the system's memory. My system has 24K of RAM (including 8K for the interpreter), which allows four wine batches to be contained on each cassette. If I attempt greater than four, insufficient memory is indicated when the arrays are dimensioned.

The cassette load routine (menu option 1) is contained in lines 2200-2290. This routine simply inputs the array A\$ from cassette. My system uses an input driver accessible



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```

2230 FOR I=1 TO W
2240 FOR J=1 TO 68
2250 INPUT #0,A$(I,J)
2260 NEXT J
2270 NEXT I
2280 PRINT "WINE-LOG READY FOR UPDATE"
2290 GOTO 50
2300 REM STATUS OUTPUT
2305 IF A$(B,2)=" " PRINT:GOTO 2360
2310 ON VAL(A$(B,2)) GOTO 2320,2330,2340,2350
2320 PRINT "PRIMARY FERMENT":GOTO 2360
2330 PRINT "SECONDARY FERMENT":GOTO 2360
2340 PRINT "BOTTLE AGING":GOTO 2360
2350 PRINT "FINISHED":GOTO 2360
2360 RETURN

```

Table 1. Array elements.

ARRAY INDEX	MEANING OF ENTRY
1	BATCH NUMBER
2	PRESENT STATE OF WINE 1=PRIMARY 2=SECONDARY 3=BOTTLED 4=FINISHED
3	TYPE OF WINE
4	AMOUNT
5	YEAST STRAIN
6	DATE WINE STARTED
7	BASE OR FRUIT TYPE
8	AMOUNT OF ADDED WATER
9	AMOUNT OF ADDED SUGAR
10	CAMPDEN TABLETS ADDED
11	AMOUNT OF YEAST NUTRIENT
12	AMOUNT OF GRAPE TANNIN
13	AMOUNT OF PECTIC ENZYME
14	AMOUNT OF ACID BLEND
15-17	OTHER INGREDIENTS IF REQUIRED
18-21	COMMENTS ABOUT METHODS USED
22	INITIAL SPECIFIC GRAVITY
23	INITIAL ACID TEST
24	TEST DATE WHILE IN PRIMARY FERMENTOR
25	TESTED SPECIFIC GRAVITY
26	OTHER COMMENTS ABOUT TEST
27-29	SAME AS 24-26 FOR NEXT TEST DATE
30-32	SAME AS 27-29
33-35	SAME AS 27-29
36-38	SAME AS 27-29
39-41	SAME AS 27-29
42-44	SAME AS 27-29
45	DATE OF RACKING WHILE IN SECONDARY
46	TESTED SPECIFIC GRAVITY
47-48	OTHER COMMENTS ABOUT THE WINE
49-52	SAME AS 45-48
53-56	SAME AS 45-48
57-60	SAME AS 45-48
61	DATE OF BOTTLING
62	BOUQUET
63	FLAVOR
64	BODY
65	TANNIN
66	ACID
67	% ALCOHOL
68	DEGREE OF SWEETNESS

#### WINE-LOG OPTION MENU

##### SELECT OPTION:

- 1 - LOAD WINE-LOG CASSETTE
- 2 - SAVE WINE-LOG ON CASSETTE
- 3 - CREATE NEW BATCH RECORD
- 4 - UPDATE BATCH IN PROCESS
- 5 - PRINT WINE-LOG CONTENTS
- 6 - PRINT BATCH DETAIL
- 7 - END PROGRAM

? 4

##### WHICH BATCH TO BE UPDATED?

? 1

##### INPUT TEST DATA FOR BATCH IN PRIMARY FERMENTOR ENTER TEST DATE

? 1-4-80

Listing 2. Sample input.

at input port 0 to retrieve data from the cassette interface.

Similarly, the cassette save routine (menu option 2) outputs the contents of the array A\$ to the cassette interface. For my system this is performed by outputting the array of the output driver at output port 3. Both this routine and the input routine will have to be modified to satisfy other individual system methods for storage and retrieval of array data. The save routine is contained in lines 2000-2100.

The creation of a new wine batch is selected by option 3 from the option menu. This routine prompts the winemaker through the normal entries made at the time the batch is initially mixed. This includes the ingredients list, methods employed and the initial tests performed on the must. This routine is contained in lines 150-340.

To update a batch in process, option 4 is selected from the menu. The update routine prompts the winemaker through the remaining additions to the wine log and is used for all data entry between the completion of mixing and the final grading of the wine. An example of a typical update during primary fermentation is shown in the first part of Listing 2. The update routine is contained in lines 350-840.

Menu option 5, the print contents routine, provides a table of contents listing of the array A\$. Outputs to the terminal are the batch number, type of wine and the current status of the process. This is done for each wine contained in the array, as shown in the example in the second part of Listing 2. Lines 850-900 contain this routine.

The print batch routine (menu option 6) provides a formatted listing of all of the data contained in the log about a wine. This routine, contained in lines 910-1370, allows creating a hard copy of the log for reference or other purposes.

When the operation of any of these routines is completed, the option menu is again re-entered, allowing a selection of another routine for the same or perhaps a different wine batch. The remaining statements, lines 1500-1550 and 2300-2360, are subroutines used by several of the menu routines.

#### Conclusions

The wine-log program has worked well, particularly in simplifying the recording of data. And the output is also nice. A completed wine log is shown in Listing 3 for a batch I have in progress. Some of the later comments in finishing the wine have been entered early to illustrate the completed wine log.

The result is a complete, legible record of the wine's growth from its initial mixing to its moment of presentation. Dionysus, Greek god of wine, would approve. ■



ENTER SPECIFIC GRAVITY  
? 1.085

ENTER COMMENT  
? FERMENT WELL UNDERWAY

IS THE WINE READY TO MOVE TO SECONDARY FERMENTOR (Y OR N)  
? N

#### WINE-LOG OPTION MENU

##### SELECT OPTION:

- 1 - LOAD WINE-LOG CASSETTE
- 2 - SAVE WINE-LOG ON CASSETTE
- 3 - CREATE NEW BATCH RECORD
- 4 - UPDATE BATCH IN PROCESS
- 5 - PRINT WINE-LOG CONTENTS
- 6 - PRINT BATCH DETAIL
- 7 - END PROGRAM

? 5

BATCH NUMBER	TYPE OF WINE	STATUS
1	ZINFANDEL	PRIMARY FERMENT
2	ROSE	SECONDARY FERMENT
3	APRICOT	BOTTLE AGING
4	ZINFANDEL	FINISHED

#### WINE-LOG FOR WINE BATCH #2

WINE STATUS: FINISHED

TYPE OF WINE	APRICOT
AMOUNT	5 GALS
YEAST STRAIN	ANDOVIN
DATE STARTED	2-12-80

INGREDIENTS USED:	WINE-ART APRICOT BASE
BASE OR FRUIT TYPE	21 QTS
AMOUNT OF WATER	13 LBS
AMOUNT OF SUGAR	5 CRUSHED
CAMPDEN TABLETS	1 OZ
YEAST NUTRIENT	1/2 TSP
GRAPE TANNIN	2 1/2 TSPS
PECTIC ENZYME	2 OZ
ACID BLEND	NONE
OTHER INGREDIENTS	

#### METHOD USED:

MIXED IN NORMAL FASHION ADDED  
SUGAR S/T INITIAL S.G.=1.090  
NET SUGAR ADDED = 13 LBS  
INITIAL SPECIFIC GRAVITY 1.090  
INITIAL ACID TEST NOT DONE

#### TEST RESULTS WHILE IN PRIMARY FERMENTATION

TEST DATE	SPECIFIC GRAVITY	COMMENT
2-17-80	1.090	FERMENT START SLOW (COLD ROOM)
2-19-80	1.074	MOVED UPSTAIRS
2-20-80	1.068	ACTIVE FERMENTING NOW
2-23-80	1.040	LOOKING GOOD
2-24-80	1.030	RACKED TO SECONDARY

#### TEST RESULTS AT EACH RACKING

RACK DATE	SPECIFIC GRAVITY	COMMENT
3-24-80	NOT DONE	STRAINED AGAIN
6-2-80	NOT DONE	AND COLOR LOOKS GOOD
9-2-80	NOT DONE	COMPLETELY CLEAR; FLAVOR GOOD
		NEEDS SOME MORE FINISHING
		READY TO BOTTLE
		ADDED FOR SLIGHTLY SWEET

#### THIS BATCH WAS BOTTLED ON 9-3-80

ITS FINAL CHARACTERISTICS WERE

BOUQUET	GOOD
FLAVOR	EXCELLENT
BODY	MEDIUM
TANNIN	
ACID	GOOD
% ALCOHOL	UNKNOWN
DRY OR SWEET	JUST SLIGHTLY SWEET

Listing 3. Sample wine log.

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# Beat the Clock

## Clock fix for the Ithaca Intersystems Z-80 boards and other boards that use the 8224 clock generator.

Michael L. Simon  
Space-Time Productions  
2053 N. Sheffield  
Chicago, IL 60614

**T**he clocks on CPU boards using the 8224 clock generator can be sluggish at high frequencies (36 MHz) or erratic at low frequencies (18 MHz). The oscillator is very sensitive to power supply voltage and impedance.

This problem has two possible solutions.

The simplest and cheapest is to install two capacitors from pin 9 of the 8224 to pin

8. The two capacitors are .01 and .001 disk ceramic. Both should be of the miniature variety, with the .01 rated at no more than 50 volts. Be sure to keep the leads as short as possible; as little as 1/16 of an inch can make a difference.

On boards where the 8224 drives TTL or a Z-80 directly, the voltage on pin 9 is reduced from 12 volts to 5 volts to make the clock output levels TTL compatible. The oscillator is therefore very sluggish. You can correct this by connecting pin 9 to a source of 12 volts through a limiting resistor.

Fig. 1 shows the two circuits I tried. In some cases you might need to reduce the resistor used in the zener diode circuit from 2.2k to 1k.

Some sluggish crystals seem to benefit by having the case connected to the near-

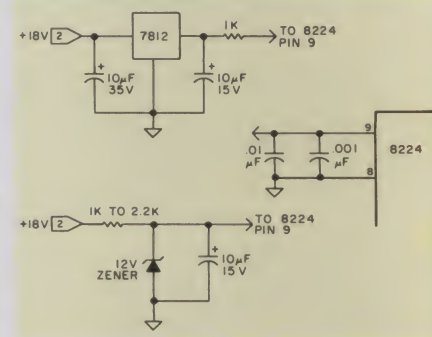
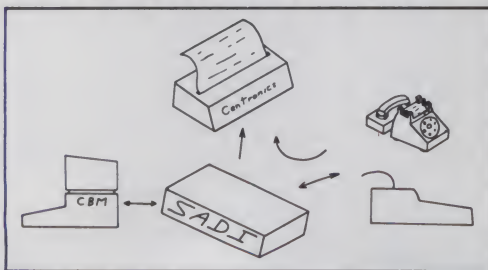


Fig. 1. 8224 clock fix.

est ground. This also makes the crystal more stable and less subject to mechanical vibration. ■

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# A Microcomputer Tea Party

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*In its third year, the annual Personal Computer World Show is almost a tradition.*

---

*Jake Commander  
305 Brownfield Road, Shard End  
Birmingham, England B34 7EA*

**P**ersonal Computer World is an English magazine with the distinction of having been around longer than any other micro-

computer magazine in that country. Once a year it blows its own trumpet, performing a service to the microcomputer industry as it does so. This year London hosted the third annual Personal Computer World Show. This makes it almost a tradition by microcomputer standards.

All the big names were there—and a few

small ones too. Not surprisingly, the biggest exhibitor was Tandy, with a hands-on opportunity for anyone who wanted to try out a Model I TRS-80 for size. Ten machines and programs were provided for potential buyers, who kept the Model I machines busy. Also on view were the Models II and III, as well as its handheld computer. There was no missing this stand, as it was always full of people—something Tandy needs in the U.K. and Europe.

Commodore and Apple, despite being bigger sellers in Europe, didn't exhibit directly, but were represented by other manufacturers who sold software for those machines.

For those of you who haven't yet committed yourself to purchasing a microcomputer, then maybe the Sinclair stand would have been of interest. Sinclair featured their highly acclaimed ZX-80 microcomputer (Photo 1) and announced two new products. One was a high-level full facility 8K BASIC ROM, which replaces the 4K ROM in the standard microcomputer. The other has a 16K RAM upgrade that plugs neatly into the existing expansion port on the rear of the ZX-80 keyboard.

Newbury Labs in England displayed a new handheld computer called the New-Brain, which is more expensive than the Sharp handheld model but features such attractions as compiled BASIC, mains/battery operation, built-in video display and bi-directional analog interfaces. Watch out for this machine; it would appear the world of



*Photo 1. Sinclair displayed its ZX-80 microcomputer at the Personal Computer World Show in London. A new 16K byte RAM pack can be attached via an edge connector at the rear of the computer.*



microcomputers is only just beginning.

Remarkably similar to the Exatron Stringy Floppy was the Aculab Floppy Tape. This unit uses exactly the same wafers as the ESF, but the whole unit simulates disk operation. The wafer is formatted into sectors; filenames can be assigned extensions plus drive numbers; and directories can be obtained. The unit is definitely a poor man's disk drive. Any connection with Exatron was vehemently denied, despite the fact that all the commands begin with an "at" sign and the ROM is mapped to the same area of the TRS-80.

A novel input device, from Oxford Computing Ltd. was the Datapad 1 digitizer (Photo 2). This pad is similar to an electronic clipboard that takes an A4 (8½ x 11 inches) sheet of paper. By using the Datapad pen, you can input points from the sheet to any computer—microcomputer, minicomputer or mainframe. Thus, all sorts of data, including low-resolution lines, dots or curves, normally entered onto paper can be entered without a keyboard. Oxford Computing suggests a number of interesting applications in dentistry, stock control and education to grade exam papers.

The PCW show was also the scene of a microcomputer chess championship, which was run over the three days of the exhibition and was open to both amateurs and professionals (Photo 3). This year the championship was held under the aegis of FIDE (the World Chess Federation) and the International Computer Chess Association. Even though this was the third consecutive year of micro chess competition, this was the first official World Microcomputer Chess Championship.

The first prize of five hundred pounds went to a version of the Fidelity Chess Challenger which is not yet commercially avail-

able, but no doubt will be soon. It uses a 6502 CPU with 20K of RAM (although nobody was saying how much ROM was used nor who programmed it. The name of Spracklen was bandied about and has not yet been denied). Second prize was shared between two amateur entries: Mike 3.0, a British entry from Mike Johnson using another 6502, and Rook 4.0, a Swedish entry from Lars Karlsson using a Z8000.

Thus, the 3rd Personal Computer World Show ended with the Z8000 16-bit microprocessor making a quiet, but nonetheless significant, mark in the world of micros. Could this be the first sign of an important step forward in microcomputing? ■



Photo 2. The OCL Datapad 1 digitizer makes possible rapid data entry without a keyboard. It accommodates virtually any standard form up to A4 size.



Photo 3. The first World Microcomputer Chess Championship was won by the Fidelity Chess Challenger at the PCW show.

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# Notes on the Arian Assembler

---

*Some pluses and minuses SuperSoft doesn't mention.*

---

Bruce R. Evans, M.D.  
16 Marwin Road  
Pickering, Ontario  
Canada L1V 2N7

I recently bought a North Star disk system but found that my ALS-8 assembler needed too many modifications to be compatible.

I was therefore pleased to discover the SuperSoft's Arian assembler, written specifically for the North Star system.

Arian does everything that an assembler should do, and does it well. But it has extras and failings that SuperSoft doesn't mention.

## Requirements

The hardware requirements for Arian included an 8080-based microcomputer with a North Star minidisk system. The manual states that you must have memory from 00 hex to 2000 hex. This is only partially true: this is the amount of memory necessary to hold the assembler. You must have memory above this to hold the DOS, and memory from 3500 hex to at least 3FFF hex for the source programs and assembled object code to be stored.

This should be obvious to anyone used to an assembler, but it would be nice to see it spelled out. Failing to describe the obvious is one big oversight of the guidebook.

The assembler uses the North Star disk operating system (DOS) that is already in the machine. You must specify when order-



*The Arian assembler.*

ing whether you have the single- or double-density version. This lets Arian access all the disk-related commands in the powerful North Star DOS. This is a big plus for this assembler.

## Features

My manual arrived with two update notes telling me that I was also receiving Arian-2 on the diskette. This is supposed to be an improved program giving better support to the disk commands in the DOS. This version

lets you select one of three drives, create new disk files and rename them. However, you lose the DEP and EXAM commands that let you examine and directly change memory. This makes it impossible to customize the software without leaving the program, since this customizing involves changing bytes within the program. Try doing that without a DEP command! The original Arian is still included, and unless otherwise stated, all my comments apply to both programs.



The documentation that accompanies the program is excellent by industry standards, but this is no recommendation. You should be familiar with assembly-language programming before tackling the manual. Naturally, no source code listing is included. When will software manufacturers realize that we customers are not all pirates, and that we would like to be able to modify our software?

One excellent innovation is the inclusion of a "keyboard session." You are instructed to enter a series of commands, create files and use all the features of the assembler. Since the only way to learn the Arian is to use it, this computer-assisted learning session is welcome. It also tests the accuracy of your copy of software.

There are drawbacks. For instance, I managed to mess up some data that I had on the second disk drive. The moral—don't leave diskettes in the drive if you are not using them.

### Operation

The assembler uses the standard Intel mnemonics and pseudo-ops. I won't dwell on them—unfortunately, neither does the manual.

The most striking feature of Arian is the dynamic allocation of the source and object codes. When you create a file for the source code, the program automatically gives it a start address (3500 hex for the first file) and the end address. It then does the same for any of the other nine files that can be supported. However, the memory manager keeps track of the files, and if you are about to overwrite another file, the source code is moved to another location. This allows very economical program storage.

Later, when you assemble the source code, the program uses the last 2K of RAM to store it, unless you give another origin either in the file or in the assembly instructions. You don't even have to remember where the machine code is, since the EXEC command will automatically execute the current file and the disk commands will automatically act on the current file no matter where it is.

You can save a copy of the source code on disk for safekeeping and then debug the assembled program in a small area of memory. When it is debugged, it is a simple matter to save the new source file and assemble it at the final location. You will always be able to relocate your software as long as you have the source code on file on the disk. The program lets you keep as many source files as you wish on the disk; then when you read a file in, it becomes the new current file. The links with the DOS let you rename the file when you save it again after modifying it.

The EDIT command (or "intra-line editor," as SuperSoft prefers to call it) takes time getting used to. But so does every other editor that I have tried. I'll get used to it. A LISTN command lets you list the source file without line numbers. This lets you use Arian for word processing. But every assembler tries to do this. Have the creators ever looked at the Electric Pencil et al? They are outclassed!

Arian will not support macros, but this is not a problem for most programmers. Even so, all is not lost, since there is a library of subroutines that cover many situations where you would have to write your own subroutines. These are mainly I/O-related. Arian lets you insert breakpoints for debugging, but I would appreciate the inclusion of a simulator program, such as SIM-1, as well.

### Limitations

I have run into a few small, but annoying, problems. First, the manual barely covers file naming, particularly the inclusion of a start address for the file. As I mentioned earlier, this is usually handled by the memory manager, but you have the option of putting them anywhere in memory. Because the length of file names was not discussed, I had particular problems with a file that I named BYTPROM2. After creating about six lines of code, the program invariably hung up.

Only after an embarrassing number of tries did I realize that the source file was being located at 0002 and destroying part of the assembler program itself. The assembler was using the last character of the file name as an address!

A second petty annoyance is the prompt character (>). Sometimes it will jump while awaiting input. No problem, but annoying. Sometimes, after a command is executed, it is necessary to push return before a prompt appears on the screen.

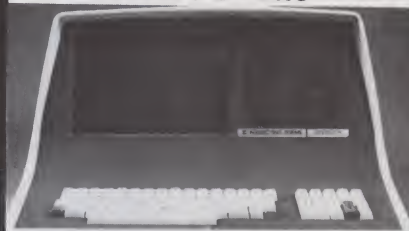
My final peeve is that any disk operations that run into a hard disk error cause the computer to jump back into the DOS rather than back to Arian. This is obviously due to the fact that the program jumps to and from the DOS for its I/O commands.

### Conclusions

In summary, I find both Arian and Arian-2 to be excellent assemblers. They contain features that simplify assembly-language programming, and the disk commands are pure delight to a hacker used to a cassette-based system. The small annoyances are common in microcomputer software and are much less troublesome than usual. SuperSoft has two very useful assemblers, and with the few exceptions that I mentioned, you can be sure that they deliver all that they promise—and then some. ■

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# The Newest In

## Apple Fun

We've taken five of our most popular programs and combined them into one tremendous package full of fun and excitement. This disk-based package now offers you these great games:

**Mimic**—How good is your memory? Here's a chance to find out! Your Apple will display a sequence of figures on a 3 x 3 grid. You must respond with the exact same sequence, within the time limit.

There are five different, increasingly difficult versions of the game, including one that will keep going indefinitely. Mimic is exciting, fast paced and challenging—fun for all!

**Air Flight Simulation**—Your mission: Take off and land your aircraft without crashing. You're flying blind—on instruments only.

A full tank of fuel gives you a maximum range of about 50 miles. The computer will constantly display updates of your air speed, compass heading and altitude. Your most important instrument is the Angle of Ascent/Bank Indicator. It tells if the plane is climbing or descending, whether banking into a right or left turn.

After you've acquired a few hours of flying time, you can try flying a course against a map or doing aerobatic maneuvers. Get a little more flight time under your belt, the sky's the limit.

**Colormaster**—Test your powers of deduction as you try to guess the secret color code in this Mastermind-type game. There are two levels of difficulty, and three options of play to vary your games. Not only can you guess the computer's color code, but it will guess yours! It can also serve as referee in a game between two human opponents. Can you make and break the color code...?

**Star Ship Attack**—Your mission is to protect our orbiting food station satellites from destruction by an enemy star ship. You must capture, destroy or drive off the attacking ship. If you fail, our planet is doomed...

**Trilogy**—This contest has its origins in the simple game of tic-tac-toe. The object of the game is to place three of your colors, in a row, into the delta-like, multi-level display. The rows may be horizontal, vertical, diagonal and wrapped around, through the "third dimension". Your Apple will be trying to do the same. You can even have your Apple play against itself!

Minimum system requirements are an Apple II or Apple II Plus computer with 32K of memory and one minidisk drive. Mimic requires Applesoft in ROM, all others run in RAM or ROM Applesoft.

Order No. 0161AD \$19.95

## Paddle Fun

This new Apple disk package requires a steady eye and a quick hand at the game paddles! It includes:

**Invaders**—You must destroy an invading fleet of 55 flying saucers while dodging the carpet of bombs they drop. Your bomb shelters will help you—for a while. Our version of a well known arcade game! Requires Applesoft in ROM.

**Howitzer**—This is a one or two person game in which you must fire upon another howitzer position. This program is written in HIGH-RESOLUTION graphics using different terrain and wind conditions each round to make this a demanding game. The difficulty level can be altered to suit the ability of the players. Requires Applesoft in ROM.

**Space Wars**—This program has three parts: (1) Two flying saucers meet in laser combat—for two players, (2) two saucers compete to see which can shoot out the most stars—for two players, and (3) one saucer shoots the stars in order to get a higher rank—for one player only. Requires Applesoft.

**Golf**—Whether you win or lose, you're bound to have fun on our 18 hole Apple golf course. Choose your club and your direction and hope to avoid the sandtraps. Losing too many strokes in the water hazards? You can always increase your handicap. Get off the tee and onto the green with Apple Golf. Requires Applesoft.

The minimum system requirement for this package is an Apple II or Apple II Plus computer with 32K of memory and one minidisk drive.

Order No. 0163AD \$19.95

## Solar Energy For The Home

With the price of fossil fuels rising astronomically, solar space-heating systems are starting to become very attractive. But is solar heat cost-effective for you? This program can answer that question.

Just input this data for your home: location, size, interior details and amount of window space. It will then calculate your current heat loss and the amount of gain from any south facing windows. Then, enter the data for the contemplated solar heating installation. The program will compute the NET heating gain, the cost of conventional fuels vs. solar heat, and the calculated payback period—showing if the investment will save you money.

**Solar Energy for the Home:** It's a natural for architects, designers, contractors, homeowners... anyone who wants to tap the limitless energy of our sun.

Minimum system requirements are an Apple II or Apple II Plus with one disk drive and 28K of RAM. Includes AppleDOS 3.2.

Order No. 0235AD (disk-based version) \$34.95

## Math Fun

The Math Fun package uses the techniques of immediate feedback and positive reinforcement so that students can improve their math skills while playing these games:

**Hanging**—A little man is walking up the steps to the hangman's noose. But YOU can save him by answering the decimal math problems posed by the computer. Correct answers will move the man down the steps and cheat the hangman.

**Spellbinder**—You are a magician battling a computerized wizard. In order to cast death clouds, fireballs and other magic spells on him, you must correctly answer problems involving fractions.

**Whole Space**—Pilot your space craft to attack the enemy planet. Each time you give a correct answer to the whole number problems, you can move your ship or fire. But for every wrong answer, the enemy gets a chance to fire at you.

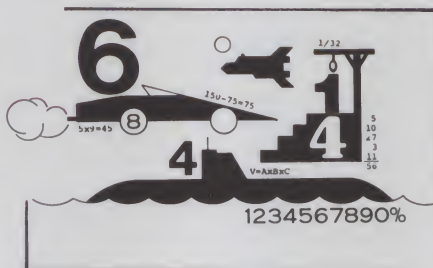
**Car Jump**—Make your stunt car jump the ramps. Each correct answer will increase the number of buses your car must jump over. These problems involve calculating the areas of different geometric figures.

**Robot Duel**—Fire your laser at the computer's robot. If you give the correct answer to problems on calculating volumes, your robot can shoot at his opponent. If you give the wrong answer, your shield power will be depleted and the computer's robot can shoot at yours.

**Sub Attack**—Practice using percentages as you maneuver your sub into the harbor. A correct answer lets you move your sub and fire at the enemy fleet.

All of these programs run in Applesoft BASIC, except Whole Space, which requires Integer BASIC.

Order No. 0160AD \$19.95



## Skybombers

Two nations, separated by The Big Green Mountain, are in mortal combat! Because of the terrain, their's is an aerial war—a war of SKYBOMBERS!

In this two-player game, you and your opponent command opposing fleets of fighter-bombers armed with bombs and missiles. Your orders? Fly over the mountain and bomb the enemy blockhouse into dust!

Flying a bombing mission over that innocent looking mountain is no milk run. The opposition's aircraft can fire missiles at you or you may even be destroyed by the bombs as they drop. Desperate pilots may even ram your plane or plunge into your blockhouse, suicidally.

Flight personnel are sometimes forced to parachute from badly damaged aircraft. As they float helplessly to earth, they become targets for enemy missiles.

The greater the damage you deal to your enemy, the higher your score, which is constantly updated at the bottom of the display screen.

The sounds of battle, from exploding bombs to the pathetic screams from wounded parachutists, remind each micro-commander of his bounden duty. Press On, SKYBOMBERS—Press On!

Minimum system requirements: An Apple II or Apple II Plus, with 32K RAM, one disk drive and game paddles.

Order No. 0271AD (disk-based version) \$19.95



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# Instant Software™



# Apple\* Software

## From Instant Software

### Santa Paravia and Fiumaccio

*Buon giorno, signore!*

Welcome to the province of Santa Paravia. As your steward, I hope you will enjoy your reign here. I feel sure that you will find it, shall we say, profitable.

Perhaps I should acquaint you with our little domain. It is not a wealthy area, signore, but riches and glory are possible for one who is aware of political realities. These realities include your serfs. They constantly request more food from your grain reserves, grain that could be sold instead for gold florins. And should your justice become a trifle harsh, they will flee to other lands.

Yet another concern is the weather. If it is good, so is the harvest. But the rats may eat much of our surplus and we have had years of drought when famine threatened our population.

Certainly, the administration of a growing city-state will require tax revenues. And where better to gather such funds than the local marketplaces and mills? You may find it necessary to increase custom duties or tax the incomes of the merchants and nobles. Whatever you do, there will be far-reaching consequences... and, perhaps, an elevation of your noble title.

Your standing will surely be enhanced by building a new palace or a magnificent *cattedrale*. You will do well to increase your landholdings, if you also equip a few units of soldiers. There is, alas, no small need for soldiery here, for the unscrupulous Baron Peppone may invade you at any time.

To measure your progress, the official cartographer will draw you a *mappa*. From



it, you can see how much land you hold, how much of it is under the plow and how adequate your defenses are. We are unique in that here, the map IS the territory.

I trust that I have been of help, signore. I look forward to the day when I may address you as His Royal Highness, King of Santa Paravia. *Buona fortuna* or, as you say, "Good luck". For the Apple 48K.

Order No. 0174A \$9.95 (cassette version).

Order No. 0229AD \$19.95 (disk version).

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**ACCOUNTING ASSISTANT** This package will help any businessman solve many of those day-to-day financial problems. Included are:

- **Loan Amortization Schedule** — This program will give you a complete breakdown of any loan or investment.
- **Depreciation Schedule** — You can get a depreciation schedule using any one of the following methods: straight line, sum of years-digits, declining balance, units of production, or machine hours.

This package requires the PET 8K. Order No. 0048P \$7.95.

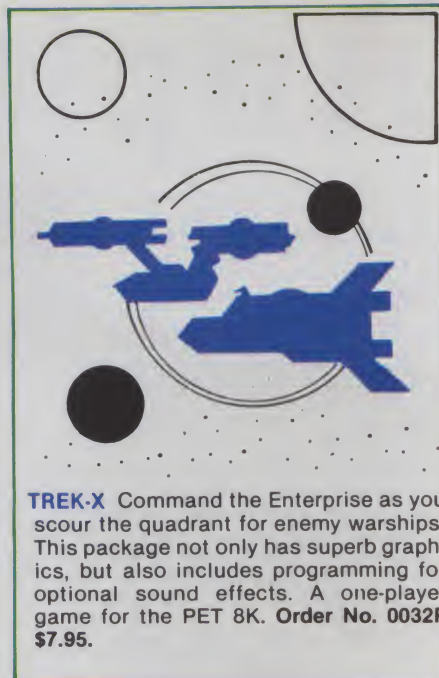
**MORTGAGE WITH PREPAYMENT OPTION/FINANCIER** These two programs will more than pay for themselves if you mortgage a home or make investments:

- **Mortgage with Prepayment Option** — Calculate mortgage payment schedules and save money with prepayments.
- **Financier** — Calculate which investment will pay you the most, figure annual depreciation, and compute the cost of borrowing, *easily and quickly*.

All you need to become a financial wizard is an 8K PET. Order No. 0006P \$7.95.

**ARCADE II** One challenging memory game and two fast-paced action games make this one package the whole family will enjoy for some time to come. Package includes:

- **UFO** — Catch the elusive UFO before it hits the ground!
  - **Hit** — Better than a skeet shoot. The target remains stationary, but you're moving all over the place.
  - **Blockade** — A two-player game that combines strategy and fast reflexes.
- Requires an 8K PET. Order No. 0045P \$7.95.



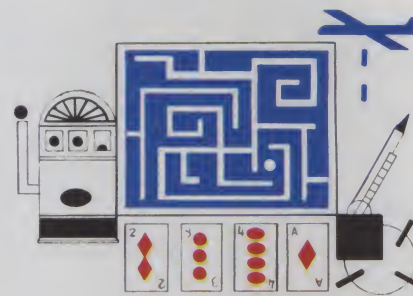
**TREK-X** Command the Enterprise as you scour the quadrant for enemy warships. This package not only has superb graphics, but also includes programming for optional sound effects. A one-player game for the PET 8K. Order No. 0032P \$7.95.



**TURF AND TARGET** Whether on the field or in the air, you'll have fun with the Turf and Target package. Included are:

- **Quarterback** — You're the quarterback as you try to get the pigskin over the goal line. You can pass, punt, hand off, and see the result of your play with the PET's superb graphics.
- **Soccer II** — Play the fast-action game of soccer with four playing options. The computer can play itself or a single player; two can play with computer assistance; or two can play without help.
- **Shoot** — You're the hunter as you try to shoot the bird out of the air. The PET will keep score.
- **Target** — Use the numeric keypad to shoot your puck into the home position as fast as you can.

To run and score, all you'll need is a PET with 8K. Order No. 0097P \$7.95.



#### HOOPTEODOODLE

This package is a collection of eight entertaining programs for you and your 8K PET. You'll escape from a monster in an unseen maze, try your luck with the one-armed bandits, cross a treacherous mine field, deflect the "bouncing ball", direct a low level bombing mission, maneuver a high-speed "worm" to score points, launch ground to air missiles, and play a challenging card game.

Having fun with this package is as easy as pressing PLAY on the Recorder. Order No. 0091P \$9.95.

Most of the programs in this catalog were written for the old ROM. They will run in the new ROM correctly if a few minor changes are made.

# 0015P-CRAPs: In line 96 insert a cursor control CLR ☒ after the quotation marks (") and before the text BYE, HAVE A NICE DAY!

# 0022P-CHECKERS: In line 1410 delete the ending semicolon (;). In line 236 delete the cursor control character after the first quote ("). Redo line 4020 so it reads 4020 PRINT:PRINT

**BACCARAT:** In lines 360 and 480 add a blank either before or after the text in quotes.

# 0038P-QUBIC-4: In all places where POKE 525 and WAIT 525 are used change them to POKE 158 and WAIT 158.

# 0045P-UFO: Line 1220 needs a semicolon (;) added to the end of it.

# 0104P-DECORATOR'S ASSISTANT: These POKEs should be changed; 519 to 249; 525 to 158; 526 to 159; 527 to 160.

# 0112P-DECEITFUL MASTERMIND: Add this line; 1675 PRINT

**TO ORDER:** Look for these programs at the dealer nearest you (see list on the next page). If your store doesn't stock Instant Software send your order with payment to: Instant Software, Order Dept., Peterborough, N.H. 03458 (Add \$1.00 for handling) or call toll-free 1-800-258-5473 (VISA, MC and AMEX accepted).

# Instant Software™

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## Finance and Investment

Attention all would-be millionaires. Now, keep track of your investments by harnessing the power of your Apple II (or Apple II Plus) with the speed of floppy disk storage. The Finance and Investment package has been fashioned to help you, the businessman, to solve some of those time-consuming tasks you face daily. The programs included are:

**Loan Amortization Schedule**—This program will calculate a complete monthly breakdown of any loan or investment. All you do is enter the amount of the principal, the interest rate, the term of the loan or investment and the number of payments per year. You'll see a month-by-month list of the principal, interest, total amount paid and the remaining balance. Any of the amounts

can be listed on a paid-to-date basis, at your option.

**Depreciation Schedule**—It will compute a depreciation schedule using any one of the following methods: Straight Line, Sum of Years-Digits, Declining Balance, Units of Production or Machine Hours. Just enter data in response to the computer's prompts and you'll see a list of how long the item has been or will be in use, the annual depreciation, the accumulated depreciation and the remaining book value.

**Mortgage with Prepayment**—Use this program to develop a prepayment plan that will provide optimum savings on the cost of the mortgage, reduce the terms of the mortgage and help avoid overtaxing your income in the process. It will calculate the cost of the original mortgage, as well as the cost and savings on a mortgage with an-

nual prepayments. If you must borrow money to make the prepayments, the computer takes the added interest into consideration.

**Financier**—This program is designed to take the extensive paperwork out of your daily financial planning. It performs ten common financial calculations that can help you: (1) design optimum investment schedules; (2) check on depreciation rates, amounts and resale values; and (3) let you know exactly what a given loan is going to cost in terms of time and money.

Minimum system requirements are an Apple II or Apple II Plus with 32K of memory, one mini-disk drive and Applesoft BASIC.

Order No. 0162AD \$19.95

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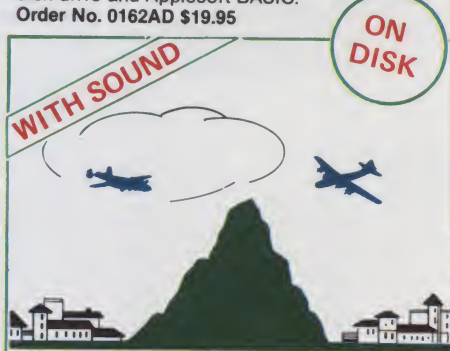
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## Skybombers II

Two countries, separated by The Big Green Mountain, are at war. Both nations are equipped with only one means of attack—SKYBOMBERS!

You and your opponent, each representing the nations at war, command opposing fleets of fighter-bombers armed with bombs and missiles. As enemy commanders, each of you has specific orders: Fly across that mountain and bomb the enemy blockhouse into oblivion!

Flying over that innocent looking mountain is not easy for either air force. The aircraft can fire missiles at each other; if that fails, they can ram each other. Sometimes, aircraft encounter falling bombs and are blown to pieces in flight. Desperate pilots can even crash into the enemy blockhouse.

Flight personnel are sometimes forced to parachute from badly damaged aircraft. As they float slowly to earth, they become helpless targets for the enemy to destroy in mid-air.

The sounds of battle, from exploding bombs to the screams from wounded parachutists being attacked, are there to remind each commander of his grim responsibility.

Explosions are graphically displayed for both commanders. The scores for both countries are constantly updated at the bottom of the display screen.

Flying these missions develops into a gripping fascination. Air warfare becomes a vivid reality, as you both play the deadly game of Skybombers II.

The Skybombers II program requires 32K RAM, one disk drive, Applesoft in ROM and the game paddles.

Order No. 0271AD (disk-based version) \$19.95.

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Microcomputing, December 1980 119

# Instant Software™





# Speech Synthesis For the 6800

*Give your SWTP the gift of gab for uses ranging from computer-aided instruction to audible I/O for the handicapped.*

Terry L. Mayhugh  
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A speech synthesizer is one of the most exciting peripherals that a hobbyist can add to a home computer system. Computerized speech synthesis opens the door to an almost unlimited number of new uses for a micro, ranging from preschool computer-aided instruction to audible I/O for blind users.

Until recently, genuine speech synthesis equipment was not only difficult to find, but far beyond the budget of the average experimenter. However, researchers from the Votrax Division of the Federal Screw Works have produced a scaled-down version of one of their more expensive units. Designed specifically to interface to the TRS-80 through its expansion connector, the unit is marketed by Radio Shack and distributed

through their many dealers.

Fortunately, due to its simple parallel interface requirements, it can be easily interfaced to practically any computer. Hardware enthusiasts can connect it to any eight-bit parallel port. This article includes details for an interface to an MPLA card in an SWTP 6800 computer.

## Synthesis by Rule

The Votrax device uses a "synthesis by rule" technique of voicing words by synthesizing individual units of speech called phonemes. With suitable software, the phonemes are sequentially output to the synthesizer to produce intelligible speech.

Such an approach, in contrast to the ROMed vocabulary techniques of other units, such as TI's Speak and Spell module, allows unlimited vocabulary production in any language. This particular model is capable of producing 62 different phonemes, which, if properly sequenced, can produce nearly any word in the English language with reasonable clarity. Synthesis of many foreign words and phrases is also possible.

The Votrax hardware does most of the work, and so you need little overhead in the way of computer memory or software. In fact, voicing words through BASIC can be as simple as outputting their phonetic spellings using simple PRINT statements.

The input of the synthesizing unit contains a character FIFO buffer, which has been memory-mapped into the last 32 locations of the TRS-80 video display refresh

memory. Phoneme characters shifted into this buffer from the computer determine the specific sounds that the unit voices. The synthesizer takes care of processing the characters in the buffer at the proper rate until it is empty. Table 1 lists the complete Votrax phoneme character set, along with the corresponding ASCII equivalent character set.

You will notice that some of the vowel phonemes have several listings such as EH1, EH2, EH3. This is to allow for various durations (40 to 160 ms), in this case, of the "ea" sound. The longer duration vowel (EH1) is normally used in monosyllabic words or as the stressed syllable of longer words. Phonetic groups, such as stop plosives, fricatives, nasals and semivowels, and their uses are discussed in a manual that comes with the synthesizer. Also included are several examples of phonetic programming in BASIC.

## Interfacing the Synthesizer

The Votrax synthesizer operates from 110 V ac and comes assembled in its own cabinet. Computer interfacing to the unit is accomplished through a 40-pin edge card connector on the end of a two-foot ribbon cable. Connection to the synthesizer is most easily done by soldering the computer connections to a piece of suitably cut PC edge card stock from the junk box. The PC board is then slid into the connector as it was intended to be used.

As shown in Fig. 1, the Votrax connector

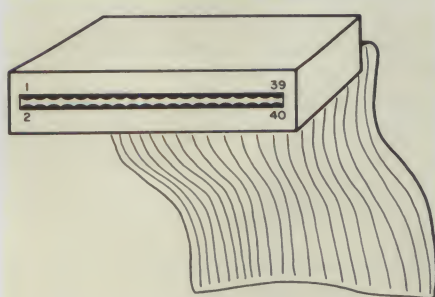


Fig. 1. Votrax ribbon cable connector.



Votrax Character	ASCII Equivalent	Key Word			
THV	<	<u>the</u> - <u>smooth</u> - <u>mother</u>	001	%	took - put - good
TH	=	<u>thing</u> - <u>math</u>	Y	&	yard - berry
SH	>	<u>sheep</u> - <u>fish</u> - <u>action</u>	U	,	move - school - June
WINDOW	?	(toggle synthesizer)	IU	(	you - music
A1	@	<u>tame</u> - <u>pail</u> - <u>make</u>	A2	)	<u>tame</u> - <u>pail</u> - <u>make</u>
AH2	A	<u>tame</u> - <u>pail</u> - <u>make</u>	AY	*	jade - made - claim
B	B	<u>bat</u> - <u>rub</u>	NG	+	ring - drink - shingle
CH	C	<u>cheese</u> - <u>march</u> - <u>match</u>	AW	,	call - paw
D	D	<u>dad</u> - <u>raid</u>	0 DEC.	-	(background noise silencer)
E1	E	<u>beef</u> - <u>be</u> - <u>even</u>	E	.	<u>beef</u> - <u>be</u> - <u>even</u>
F	F	<u>fake</u> - <u>cuff</u> - <u>phone</u>	ER	/	<u>third</u> - <u>heard</u> - <u>churn</u> - <u>over</u>
G	G	<u>get</u> - <u>log</u>	PA0	0	(pause character)
H	H	<u>hoop</u> - <u>have</u>	AW1	1	call - paw
I1	I	<u>pit</u> - <u>in</u>	AW2	2	call - paw
J	J	<u>job</u> - <u>jazz</u>	EH1	3	ready - leg
K	K	<u>kill</u> - <u>kick</u>	EH2	4	ready - leg
L	L	<u>low</u> - <u>jate</u>	EH3	5	ready - leg
M	M	<u>mat</u> - <u>dim</u>	UH1	6	around - undone - friction
N	N	<u>no</u> - <u>son</u>	UH2	7	around - undone - friction
O1	O	<u>for</u> - <u>torn</u> - <u>bold</u>	UH3	8	around - undone - friction
P	P	<u>pack</u> - <u>flap</u> - <u>happy</u>	AE1	9	<u>dad</u> - <u>plaid</u>
DT	Q	<u>butter</u>	AE	:	<u>dad</u> - <u>plaid</u>
R	R	<u>race</u> - <u>hard</u> - <u>hair</u>	AH1	;	honest
S	S	<u>soup</u> - <u>ask</u> - <u>pass</u> - <u>city</u>	W	W	wake - always - when
T	T	<u>tip</u> - <u>pat</u> - <u>asked</u>	ZH	X	pleasure - azure
U1	U	<u>move</u> - <u>school</u> - <u>June</u>	Y1	Y	you - music
V	V	<u>van</u> - <u>pave</u>	Z	Z	zap - haze - pans
PA1	SPACE	(pause character)	02	[	<u>for</u> - <u>torn</u> - <u>bold</u>
I2	!	<u>pit</u> - <u>in</u>	0	\	<u>for</u> - <u>torn</u> - <u>bold</u>
I	"	<u>pit</u> - <u>in</u>	AH	]	mop - blotter
I3	#	<u>pit</u> - <u>in</u>	A	†	tame - pail - make
00	\$	took - put - good	NULL	-	

Table 1. Votrax character set.

pins are numbered from left to right, with the odd-numbered pins on the top and the even-numbered pins on the bottom. These numbers do not correspond to those of the TRS-80 expansion connector edge card. The numbers referred to in this article are those of the Votrax connector.

Table 2 shows the pin assignments grouped according to function, along with a parallel port assignment for an MPLA card in an SWTP 6800 computer. In this assignment the synthesizer is interfaced to the A side (configured for computer output) of the 6820/21 PIA. Tying the Votrax address bits 5 through 13 high and bits 14 and 15 low correctly addresses the synthesizer so that it can accept data bytes from the PIA. Data is strobed into the FIFO of the synthesizer on the positive edge of a WRITE pulse (500 ns minimum), which must occur after each byte is loaded into the PIA data register. The CA2 line is used for this purpose.

The assembled listing in Listing 1 is a suitable driver routine that properly configures an MPLA card in slot 3. Phonemes may be sent to the synthesizer by loading the data register of the PIA with the appropriate ASCII equivalents, using simple LDA and STA Instructions. This driver may be used alone or called within a BASIC interpreter, using the CALL or USER commands.

If you are using Computerware's random disk BASIC (BBAS version 9D), you may out-

put phonemes directly with PRINT statements (i.e., PRINT #3 if using slot 3) by poking locations \$0218 and \$0219 within the interpreter with NOPs at the beginning of your program. This bypasses the normal handshaking and prevents the computer from getting into an endless loop while waiting for an acknowledge signal from the synthesizer. (POKE locations \$0227 and \$0228 with NOPs in Smoke Signal's BASIC

version 5.9.)

Because Radio Shack chose not to include any handshaking with the synthesizer, you must not output too many characters in succession or the 32 character buffer might overflow and cause data loss. Since the phonemes last from 40 to 160 ms, a full buffer may take from one to five seconds to empty. This is best handled experimentally by inserting software delays between

Function	Votrax Pin #	MPLA Assignment
WRITE	27	CA2
DATA BIT 0	12	A0
DATA BIT 1	20	A1
DATA BIT 2	10	A2
DATA BIT 3	16	A3
DATA BIT 4	24	A4
DATA BIT 5	14	A5
DATA BIT 6	18	A6
DATA BIT 7	22	A7
ADR BIT 5	5	+5*
ADR BIT 6	4	+5*
ADR BIT 7	6	+5*
ADR BIT 8	29	+5*
ADR BIT 9	23	+5*
ADR BIT 10	38	+5*
ADR BIT 11	31	+5*
ADR BIT 12	35	+5*
ADR BIT 13	36	+5*
ADR BIT 14	32	GND
ADR BIT 15	33	GND
GROUND	34	GND

\* lines should be pulled high through 1k ohm resistors

Table 2. Pin assignments for Votrax connector.



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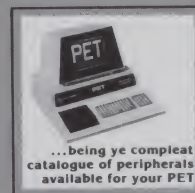
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1: \* Votrax Speech Synthesizer Software Driver for SWTP MPLA Card

```

0100      3:      ORG      $0100
800C      4: PIA1AD EQU      $800C      Parallel interface in slot 3

6: * Port Initialization Subroutine
7: I0INIT LDX      #PIA1AD
0103 6F 01      8:      CLR      1,X
0105 6F 00      9:      CLR      0,X
0107 63 00     10:      COM      0,X      set 8 output lines on A-side of PIA
0109 86 3E     11:      LDA A      #$3E
010B A7 01     12:      STA A      1,X      configure CA2 line operation
010D 39      13:      RTS

15: * Character Output Subroutine (char assumed to be in accum A)
010E B7 800C   16: OUTPIA STA A PIA1AD      put character in data register
0111 C6 36     17:      LDA B      #$36
0113 F7 800D   18:      STA B      PIA1AD+1    take CA2 line (strobe) low
0116 C6 3E     19:      LDA B      #$3E
0118 F7 800D   20:      STA B      PIA1AD+1    take CA2 line back high
011B 39      21:      RTS
                22:      END

```

Listing 1. 6800 assembly-language software driver for the synthesizer.

```

10 PRINT "ENTER ASCII EQUIVALENT OF PHONEME";
20 INPUT P$
30 PRINT #3, "?:", P$; "?:";
40 GOTO 10

```

Listing 2. Phoneme program in Smoke Signal BASIC.

```

1000 FOR X=1 TO LEN (K$)
1010 PRINT #3, ASC (MID$(K$,X,1))
1020 NEXT X
1030 RETURN

```

Listing 3. Subroutine to output phonetic string K\$.

words or phrases as required to prevent over-spill. Simple FOR-NEXT delay loops may be used in BASIC.

### Using the Synthesizer

The easiest way to use the synthesizer is to install a suitable driver routine, such as the one in Listing 1, and then communicate with the unit in BASIC. The synthesizer is toggled on and off by outputting a "?". An LED on the front of the unit indicates when

it has been toggled on. After toggling the unit on, it is important to first send a pause phoneme (space), which synchronizes the synthesizer after it has been idle. Since the unit does not have a suitable power-on reset, this may also have to be done to keep it from jabbering when power is first applied.

Because the synthesizer continually voices the last phoneme residing in its buffer, you should also transmit a final pause at the end of each data block to silence it.

A simple program recommended by Radio Shack (and converted here to Smoke Signal BASIC) to familiarize the user with some of the phonemes the unit is capable of producing is shown in Listing 2. The subroutine in Listing 3 may be used to output the phonetic string K\$.

This program pulls phonemes one at a time from the phonetic string K\$ and sends them to the synthesizer. For example, to output the word "ready," K\$ is set equal to "R35D8" by a previous statement. ■



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# The Ackerman Digital Systems Noisemaker

*When it comes to making noise, you North Star users are no longer in the silent minority.*

Steve Leibson  
4405 Flattop Court #S-11  
Fort Collins, CO 80525

I admit it. I like to play games on my North Star computer. It was not purchased for that reason, but it's a lot of fun.

My friends who own Apples have long had noisy games such as Star Wars to play with. I have had to content myself with the silent classics such as Othello and Star Trek. But not anymore.

Ackerman Digital Systems (110 North York Road, Suite 208, Elmhurst, IL 60126) is marketing a board for S-100 systems called the Noisemaker. My North Star can now produce the shriek of phasor fire or the whoosh of my broadsword as I cleave through a greasy little dwarf.

## Hardware

The Noisemaker board is based on the General Instrument AY-3-8910 programmable sound generator. This integrated circuit has three tone generators, a noise generator, a mixer to combine those four sound sources and an envelope generator/programmable volume control to modulate sound intensity. Fig. 1 shows how these elements are arranged on the chip. The Noisemaker has two AY-3-8910s for stereo sound.

In addition, General Instrument has added two eight-bit parallel I/O ports to each chip. They may be programmed for either input or output. With two chips on board, the Noisemaker has 32 bits of I/O for adding control keys, Atari joysticks and other peripherals.

The Ackerman Digital Systems (ADS) Noisemaker board is a well-made double-sided board with plated-through holes. It is offered as a bare board only. I purchased the integrated circuits needed to assemble the Noisemaker from Advanced Computer Products, Inc., PO Box 17329, Irvine, CA 92705.

The assembly instructions are brief: You place all the parts on the board and solder. Fortunately, the board's silkscreen is excellent, and the parts are well-placed. Photo 1 shows the completed Noisemaker board. Audio and digital I/O signals are brought out on two 16-pin IC sockets in the upper right corner of the board.

The AY-3-8910 was not designed to interface to the 8080 or Z-80 processors. It requires longer pulses on the control lines than the S-100 bus normally supplies. ADS has added a wait state circuit on the latest revision of the Noisemaker to stretch the signals in time, thus meeting the sound generator's requirements. The wait is selectable and zero. One or two states may be chosen; my North Star requires one.

The wait is only activated when the processor accesses the Noisemaker. System performance is not noticeably degraded, since sound changes slowly with relation to processor execution speeds. The Noisemaker is only accessed to change, start or stop the sound synthesis.

Audio output is through two LM386 amplifiers, one for each sound generator chip. These amplifiers are powerful enough to drive a pair of EPI Microtower speakers, which used to be part of my stereo system. The maximum sound level is plenty, and

there should be no need for additional amplification.

The Noisemaker uses input/output (I/O) addresses as implemented in the Intel 8080 and the Zilog Z-80 processors. The I/O address space is separate from the memory space, and has only 256 locations. This address space is accessed with the machine code instructions OUT and INP. Many BASICs provide statements that perform these same operations to circumvent machine-language routines.

The AY-3-8910 appears to the processor as two I/O locations. I have set my Noisemaker to the highest I/O addresses so that the first sound generator chip is at locations 252 and 253 and the second one is at locations 254 and 255. While my North Star had no devices at those locations, yours may differ.

The lower-numbered address for each chip accesses a pointer register. This is used to point to one of the 16 control registers used to make sounds. The higher-numbered address for each chip is used to access these 16 registers after the pointer register has been set.

Fig. 2 illustrates the array of 16 registers used to program the sounds on the Noisemaker. Remember that there are two banks of these registers on the board, one in each AY-3-8910.

Clearly the complexity of the sound generator chips calls for extensive software. One or two simple register accesses won't produce sound from the Noisemaker. ADS has introduced their Soundwriter software package for the Noisemaker hardware.

## Controlling the Noisemaker from BASIC

BASIC can be used to control the Noisemaker board for all but the most rapidly changing sounds. North Star BASIC, as well as many other BASICs, has OUT and INP statements that perform the 8080 OUT and INP operations.

The first six registers program the tone pitch for the three tone generators (A, B, C).

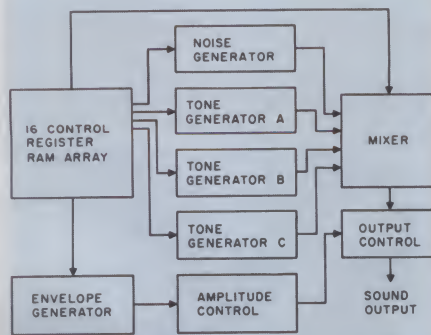


Fig. 1. General Instrument AY-3-8910 programmable sound generator block diagram.



Each has two tuning registers. The first register for each generator is the eight-bit fine-tune register and the second is four bits for coarse tuning.

I prefer to think of these register pairs as 12-bit tone registers split to fit into eight-bit register pairs. The fine-tune register holds the eight least significant bits of the tone period, and the coarse register holds the four most significant bits. The sound generator chip combines the two registers to form a 12-bit tone period.

Unfortunately, General Instrument does not state what the upper bits in the coarse-tuning registers do. It is best to always leave them set to zero, along with all of the other unspecified bits in the noise period, amplitude and envelope shape/cycle registers.

The 12-bit value placed in the tone register specifies a tone period. Thus, the smallest value, one, is the smallest period or the highest frequency. The largest value, 4095, is the longest period and the lowest frequency.

The actual tone frequency is calculated using a simple equation. First, the input clock frequency is divided by 16. On my North Star, that input frequency is 2 MHz. This divided by 16 equals 125 KHz, or 125,000 cycles per second.

To obtain the actual tone frequency, you further divide the 125,000 Hz by the value of the tone period. If the tone period is set to a 1 (coarse = 0, fine = 1), then the tone frequency is 125,000 Hz. If the tone period is set to 4095 (coarse = 15, fine = 255), the tone frequency will be about 30.5 Hz. The tone generators have a very wide range.

Music will be one of the Noisemaker's applications. It would be tedious to calculate the register values for each note of the music scale. The computer is much better at performing such a tedious task. Listing 1 is a program for calculating those values.

Program line 1050 asks for the clock frequency your system supplies the Noisemaker. This might be 1 or 2 MHz, or some intermediate frequency such as 1.79 MHz. Enter the frequency as a number between zero and ten in MHz. Line 1060 multiplies this number by one million to get to the actual frequency.

You must accurately specify the frequency to obtain correct pitch. If the system clock is exactly 1.00000 or 2.00000 MHz, a 1 or a 2 response is adequate. If an unusual frequency, such as a 3.579545 MHz from a TV color-burst crystal, is the system frequency, the response to the frequency question in the program should be answered with the exact frequency.

If the frequency is not exactly specified, the pitches will all be transposed. Although

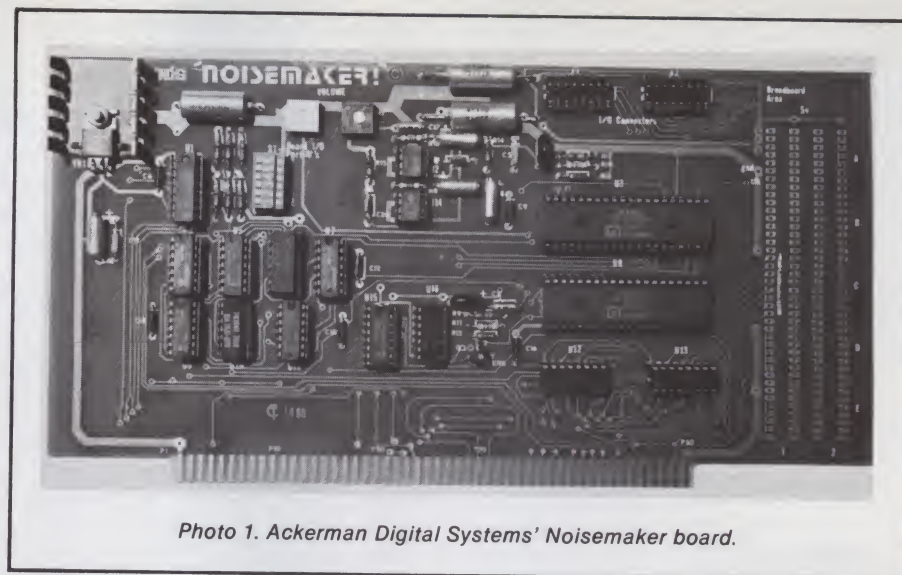


Photo 1. Ackerman Digital Systems' Noisemaker board.

they will be related to each other in the correct frequency ratios, they will not sound quite right.

Lines 1120 through 1150 calculate the tone period closest to the desired frequency obtained from the data list through the read statement. Since the 12-bit tone period is set in discrete steps between one and 4095, you won't get exact frequencies. Line 1130 calculates the tone period by taking the integer part of the input frequency divided by the desired frequency and 16. This is just the frequency calculation turned around a little.

Lines 1140 and 1150 check to see if the periods just above and below the calculated one might be closer to the desired frequency. By the time the program reaches line 1160, the tone period has been chosen.

The 12-bit tone period must be further broken down into the coarse and fine values for the corresponding registers. Line 1170 calculates the coarse value by dividing the tone period by 256 and taking the integer

part. That will leave only the four most significant bits of the 12-bit tone period.

The fine value is obtained on line 1190 by multiplying the coarse value by 256 and subtracting it from the 12-bit tone period. Line 1210 prints the desired frequency and the actual frequency, and then the tone period and the coarse and fine values as integers.

The "%12F3" designator specifies a 12-character field in which a number is to be printed with three places after the decimal point. This format is for frequencies. The "%8I" specifies an eight-character field in which an integer is to be printed. Register values are integers. These specifiers are part of the North-Star-BASIC-formatted printing and make the printout look nice. If your BASIC does not support formatted prints, leave the specifiers out; it won't affect the numbers.

The data statements on lines 1240 through 1360 contain the frequencies for the equitempered musical scale. You can use other desired frequencies as well.

REGISTER DECIMAL    OCTAL		FUNCTION	BIT 7	BIT 6	BIT 5	BIT 4	BIT 3	BIT 2	BIT 1	BIT 0
0	0	CHANNEL A	8-BIT FINE TUNE A							
1	1	TONE PERIOD					4-BIT COARSE TUNE A			
2	2	CHANNEL B	8-BIT FINE TUNE B							
3	3	TONE PERIOD					4-BIT COARSE TUNE B			
4	4	CHANNEL C	8-BIT FINE TUNE C							
5	5	TONE PERIOD					4-BIT COARSE TUNE C			
6	6	NOISE PERIOD					5-BIT PERIOD CONTROL			
7	7	ENABLE	IN/OUT			NOISE			TONE	
			IOB	IOA	C	B	A	C	B	A
8	10	A AMPLITUDE					MODE	4-BIT AMPLITUDE		
9	11	B AMPLITUDE					MODE	4-BIT AMPLITUDE		
10	12	C AMPLITUDE					MODE	4-BIT AMPLITUDE		
11	13	ENVELOPE	8-BIT FINE TUNE ENVELOPE PERIOD							
12	14	PERIOD	8-BIT COARSE TUNE ENVELOPE PERIOD							
13	15	ENV SHAPE/CYCLE					CONT	ATT	ALT	HOLD
14	16	I/O PORT A	8-BIT PARALLEL I/O PORT A							
15	17	I/O PORT B	8-BIT PARALLEL I/O PORT B							

Fig. 2. Control register array.



You may think that after all the work necessary to calculate the tone period, you can simply plug that value into the tone registers and listen. The AY-3-8910 is much more complex than that. You must still enable the tone generators through the mixer and set the volume.

Refer once again to Fig. 2 and note register 7. The three least significant bits are labeled **TONE**. These are the tone generator

enable bits. They specify which tone generators will be output.

To enable the A generator only, a 62 (00111110 in binary) must be placed in register 7. The enable bits are inverted so a zero in the enable bit enables the tone and a one disables it. Looking carefully at register 7 in Fig. 2, you'll see that the **TONE** enable bit for generator A is the least significant bit. Since you want to enable that bit, make it a

zero.

All other sound sources are to remain disabled, so the rest of the **TONE** bits and all the **NOISE** bits will be ones. The I/O bits are zero, to leave the I/O ports as inputs. Thus, you get the binary value 00111110, which is 3E in hex and 62 in decimal.

Volume is set by a value in register 8 (10 octal). Full volume is 15 and silence is zero. Register 8 is only the volume control for generator A. Registers 9 and 10 (11 and 12 octal) set the volumes for generators B and C.

The ADS and General Instrument documentation use octal, decimal and hexadecimal in various places, and it can get confusing. I spent 15 minutes trying to get an example to work before realizing that the volume register for channel A was register 8 (decimal), not 10 as given in the example. The data value was in hexadecimal, so I assumed the register value was also (8 decimal = 8 hexadecimal = 10 octal). It wasn't! The register values in the ADS examples are in octal. They show the register values in decimal on their register map, while General Instrument's is in octal. This hodgepodge of number bases is confusing, so be careful.

### Last Things First

You now know enough about the Noisemaker to get it to make noise. But it is better to first discover how to get the Noisemaker to stop making noise. Listing 2 is a short program that I append to all of my Noisemaker programs; it produces silence.

Line 60010 sets the address of the board in the variable N. Variables N1, N2 and N3 are then set to the other I/O addresses used by the Noisemaker. Lines 60040 through 60060 make up a loop that zeroes out all of the registers on the Noisemaker board. Line 60050 actually performs the register access. The OUT N,I sets the pointer register of the first AY-3-8910 to the desired register I. The OUT N1,0 sets the register to zero. The remainder of the line zeroes out the same register in the other AY-3-8910. This procedure is performed for all 16 registers numbered 0 through 15 (decimal).

Now that you know how to shut the Noisemaker up, you can make it noisy. Listing 3 uses two simple alternating tones to make a siren. This program is the equivalent of the European siren example on page 10 of the ADS manual. Lines 1010 and 1020 set up the Noisemaker addresses as before. Tone generator A alone is used. Line 1040 sets the fine-tone period at 144. Line 1050 sets the coarse-tone period at zero. This results in a total tone period at 144 ( $0 \times 256 + 144$ ) for a frequency of approximately 868 Hz ( $125,000/144$ ). Line 1060 enables the A tone generator with a 62, and line 1070 sets

```

1000 REM PROGRAM TO CALCULATE PROPER VALUES FOR TONE PERIOD REGISTERS
1010 REM FOR THE NOISEMAKER BOARD, GIVEN THE SYSTEM CLOCK FREQUENCY.
1020 REM ***** ALL VALUES IN DECIMAL *****
1030 REM
1040 P=0:REM PRINTER SELECT CODE
1050 INPUT "ENTER THE SYSTEM BUS CLOCK FREQUENCY IN MHZ (i.e. 1,2 or 4) ",F
1060 F=F*1000000
1070 PRINT #P,"          FREQUENCY          PERIOD      COARSE      FINE"
1080 PRINT #P,"          DESIRED          ACTUAL      VALUE      VALUE      VALUE"
1090 PRINT #P
1100 REM CALCULATE NEAREST POSSIBLE FREQUENCY
1110 FOR I=1 TO 96
1120   READ T
1130   V=INT(F/(16*T))
1140   IF ABS(F/(16*(V-1))-T)<ABS(F/(16*V)-T) THEN V=V-1
1150   IF ABS(F/(16*(V+1))-T)<ABS(F/(16*V)-T) THEN V=V+1
1160   REM CALCULATE COARSE TUNE VALUE
1170   C=INT(V/256)
1180   REM CALCULATE FINE TUNE VALUE
1190   C1=V-(C*256)
1200   REM PRINT ALL INFORMATION
1210   PRINT #P,%12F3,T,F/(16*V),%8I,V,C,C1
1220   NEXT I
1230 END
1240 DATA 32.703,34.648,36.708,38.891
1250 DATA 41.203,43.654,46.249,48.999,51.913,55.58,58.270,61.735,65.406
1260 DATA 69.296,73.416,77.782,82.406,87.308,92.498,97.998,103.826
1270 DATA 110.116,540,123.47,130.812,138.592,146.832,155.564,164.812,174.616
1280 DATA 184.996,195.996,207.652,220.233,233.08,246.94,261.624,277.184,293.664
1290 DATA 311.128,329.624,349.232,369.992,391.992,415.304,440.466,466.16,493.88
1300 DATA 523.248,554.368,587.328,622.256,659.248,698.464,739.984,783.984
1310 DATA 830.608,880.932,932.32,987.76,1046.496,1108.736,1174.656,1244.512
1320 DATA 1318.496,1396.928,1479.968,1567.968,1661.216,1760,1864.640,1975.52
1330 DATA 2092.992,2217.472,2349.312,2489.024,2636.992,2793.856,2959.936
1340 DATA 3135.936,3322.432,3520,3729.28,3951.04,4185.984,4434.944,4698.624
1350 DATA 4978.048,5273.984,5587.712,5919.872,6271.872,6644.864,7040
1360 DATA 7458.56,7902.08

```

Listing 1. Calculating register values in North Star BASIC for each note of the music scale.

```

60000 REM RESET ALL ADS NOISEMAKER REGISTERS
60010 N=252:REM ADDRESS OF NOISEMAKER BOARD
60020 N1=N+1:N2=N+2:N3=N+3:REM REST OF NOISEMAKER ADDRESSES
60030 REM CLEAR ALL CHANNELS
60040 FOR I=0 TO 15
60050 OUT N,I:OUT N1,0:OUT N2,I:OUT N3,0
60060 NEXT I
60070 OUT N,0:REM RESET POINTER REGISTER
60080 END

```

Listing 2. Silencing the Noisemaker.

```

1000 REM EUROPEAN WARBLING SIREN EFFECT
1010 N=252:REM LOCATION OF NOISEMAKER BOARD
1020 N1=N+1:N2=N+2:N3=N+3:REM LOCATION OF THE REGISTERS
1030 FOR J=1 TO 10
1040 OUT N,0:OUT N1,144
1050 OUT N,1:OUT N1,0
1060 OUT N,7:OUT N1,62
1070 OUT N,8:OUT N1,15
1080 FOR I=1 TO 350:NEXT
1090 OUT N,0:OUT N1,85
1100 OUT N,1:OUT N1,1
1110 FOR I=1 TO 350:NEXT
1120 NEXT J
1130 OUT N,8:OUT N1,0
1140 END

```

Listing 3. Siren program.



```

1000 REM LASER SOUND EFFECT
1010 N=252\REM LOCATION OF NOISEMAKER BOARD
1020 N1=N+1\N2=N+2\N3=N+3\REM REST OF THE REGISTERS
1030 FOR I=0 TO 15
1040 OUT N,I\OUT N1,0
1050 NEXT I
1060 OUT N,7\OUT N1,62
1070 OUT N,8\OUT N1,15
1080 FOR I=27 TO 56
1090 OUT N,0\OUT N1,I
1100 FOR J=1 TO 5\NEXT J
1110 NEXT I
1120 OUT N,8\OUT N1,0
1130 END

```

Listing 4. Laser sound effects program.

```

1000 REM LASER SOUND EFFECT
1010 N=252\REM LOCATION OF NOISEMAKER BOARD
1020 N1=N+1\N2=N+2\N3=N+3\REM OTHER NOISEMAKER ADDRESSES
1030 FOR I=0 TO 15
1040 OUT N,I\OUT N1,0\OUT N2,I\OUT N3,0
1050 NEXT I
1060 OUT N,7\OUT N1,62\OUT N2,7\OUT N3,62
1070 OUT N,8\OUT N1,15\OUT N2,8\OUT N3,15
1080 OUT N,0\OUT N2,0
1090 FOR I=27 TO 109
1100 OUT N1,I\OUT N3,I
1110 FOR J=1 TO 35\NEXT J
1120 NEXT I
1130 OUT N,8\OUT N1,0\OUT N2,8\OUT N3,0
1140 REM EXPLOSION SOUND EFFECT
1150 OUT N,6\OUT N1,31\OUT N2,6\OUT N3,31
1160 OUT N,7\OUT N1,7\OUT N2,7\OUT N3,7
1170 OUT N,8\OUT N1,16\OUT N2,8\OUT N3,16
1180 OUT N,9\OUT N1,16\OUT N2,9\OUT N3,16
1190 OUT N,10\OUT N1,16\OUT N2,10\OUT N3,16
1200 OUT N,12\OUT N1,128\OUT N2,12\OUT N3,128
1210 OUT N,13\OUT N1,0\OUT N2,13\OUT N3,0
1220 END

```

Listing 5. Whistling-bomb program.

full volume (15).

A wait is performed for about 350 milliseconds on line 1080. There is no delay statement in North Star BASIC, so an empty FOR/NEXT loop makes do. The tone period is then changed by lines 1090 and 1100, setting the tone period to 341 ( $1 \times 256 + 85$ ). This results in a frequency of 366 Hz. The outer FOR/NEXT loop on lines 1030 and 1120 repeats this process ten times, and then shuts off the volume on line 1130 by setting the A amplitude register to zero. You don't want to forget to shut off the sound.

Frequency sweeps are also possible.

Listing 4 is the laser sound effect from the ADS manual, but written in BASIC. Lines 1010 and 1020 again set up the addresses, and lines 1030 through 1050 clear all registers to zero. Lines 1060 and 1070 set the Noisemaker to full volume and enable generator A alone. Lines 1080 through 1100 represent a loop that sweeps from a tone period of 27 to one of 56. The fine-tuning register is used, and the coarse tuning is left at zero. This sweep corresponds to a frequency sweep of from 4630 Hz to 2232 Hz. The sound is again cut off by zeroing the amplitude register on line 1120.

## Other Possibilities

This is a small part of what the programmable sound generator and the Noisemaker can do. There is also a white-noise generator on the chip that has a programmable noise frequency. When used in conjunction with the automatic sound envelope generator, you synthesize explosion sounds.

The envelope generator can be used to automatically vary the volume of the sound in set patterns. There is a shape control register (13) and a period control register pair (11 and 12). The envelope can be programmed to cycle continuously or only once.

Listing 5 produces a whistling-bomb effect. The laser effect of Listing 4 has been extended by including both chips and sweeping the tone period from 27 to 109. This whistle simulates the bomb-drop sound. The new portion of the program starts on line 1140. This is the explosion. Line 1150 sets the noise period to 31. This maximum period produces the lowest frequency noise.

Line 1160 sets register 7 to a 7. Since bits 1, 2 and 0 are high, the tone generators will be silent. Since bits 3, 4 and 5 are low, the noise will come through all three channels. Lines 1170 through 1190 set all amplitudes to automatic control by the envelope generator. Line 1200 sets the envelope period to 128, an intermediate value. Finally, line 1210 sets register 13 to zero, setting a decaying, one-cycle envelope and starting the explosion.

A truly infinite variety of sounds can be generated using the ADS Noisemaker. The stereo effects definitely make it worth the cost of buying two sound-generator chips. The range of sounds should be able to accommodate most any game imaginable, and the price for adding sound (after the initial purchase of the Noisemaker) can be only a few lines of BASIC. The ADS Noisemaker can provide many hours of interesting experimentation, if your coinhabitants can stand the noise. ■

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All you need are resistors, diodes, one capacitor and a tape recorder. If you own a tape recorder, the rest of the hardware amounts to less than a dollar, and the software is exercise for your fingers.

## Hardware

Sheet 13 of OSI's circuit diagrams refers to sound and joysticks. The drawings are correct, but omit the values for resistors R67 to R71. The little diode-resistor network is a simple four-bit (R2 to R5) D/A converter

routed to pins 11 and 12 of J4; the connector is on the left-hand side of the board. R67 is just a pull-up resistor. R68 and R71 form the ladder; each resistor is twice the value of the preceding one (see Fig. 1).

Good soldering practice should produce clean joints without runover onto adjacent foil patterns (see Photo 1).

You are now ready to attach the speaker to pins 11 and 12 of J4, the connector on the left side of the board, and here are a few suggestions.

The output from this little D/A converter is low, and a two-inch speaker (8 ohms) produces a feeble sound. You can build a small amplifier using an LM380N as suggested by Rod Hallen in "Audio for Your Microcomputer" (*Microcomputing*, February 1980, p. 32). (I used my tape recorder as an amplifier.)

Connect an audio cable to pins 11 and 12 with a phone plug on the other end and plug it into the auxiliary input of your tape recorder. Now you can plug a large extension

speaker into the tape recorder and get volume to spare. The trick is to put the recorder in the record mode. You don't even need to put a cassette into your tape recorder. Just push the little tap, which is normally moved by the cassette, with your finger to engage the record button.

I routed all connections from J4 to the back of my home-built case for the Superboard. Pins 11 and 12 terminate in a phone jack; the remaining pins, 1-10, terminate in an RS-232 connector (see Photo 2).

When you turn on the system and the tape recorder, you will hear a high-pitched sound interrupted by a low-pitched sound every time you touch the keyboard. This indicates that everything is working as intended. What remains is to develop some software to produce the desired sounds. You can't turn the sound off before you run programs, so plug the speaker in just before entering RUN.

```
10 REM TEST PROGRAM FOR D/A CONVERTER
20 POKE 57088,0      turn speaker on
30 GOSUB 100          time delay
40 POKE 57088,1      turn speaker off
50 GOSUB 100          time delay
60 GOTO 20            repeat
100 FOR I=0 TO 50
110 NEXT I
120 RETURN
```

*Listing 1a. Simple program to exercise your new D/A converter. A low-frequency sound is emitted.*

```
5 A=57088
20 POKE A,0:GOSUB 100:POKE A,1:GOSUB 100:GOTO 20
100 RETURN
```

*Listing 1b. This program produces a higher frequency and could be used to simulate a small aircraft or tank.*

```
0300 8D 00 DF STA $DF00 turn speaker on
0303 20 20 03 JSR $0320 go to delay
0306 EE 00 DF INC $DF00 turn speaker off
0309 20 20 03 JSR $0320 go to delay
030C 4C 00 03 JMP $0300 repeat
```

```
0320 A6 28 delay LDX $28 get frequency value
0322 E8 loop INX increase it by 1
0323 E0 00 CPX $#00 compare with zero
0325 30 FB BMI branch to loop
0327 60 RTS return
```

*Listing 2. Machine-code program similar to Listing 1.*

```
0300 8D 00 DF STA $DF00 turn speaker on
0303 EE 00 DF INC $DF00 turn speaker off
0306 A6 28 LDX $28 load maximum frequency
0308 CA loop DEX
0309 D0 FD BNE
030B C6 28 DEC $28
030D 4C 00 03 JMP $0300 repeat
```

*Listing 3. Program that generates a siren sound.*



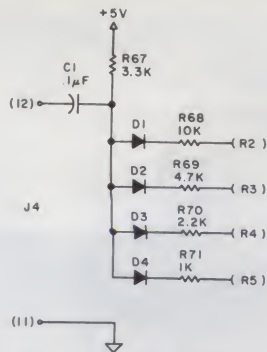


Fig. 1. Resistor values omitted in OSI's circuit diagrams.

## Software

Even though OSI's Microsoft BASIC is fast, it limits the sound spectrum.

From the memory map in the user manual you get the location of the keyboard port (DF00,57088), so you can use Listing 1a to activate the speaker. This produces a simple, low-frequency square wave. Modifying the program (Listing 1b) only increases the frequency by a small amount, and the sound approximates that of a small airplane.

This small change in BASIC shows audibly that the frequency is related to the efficiency of your programming. Although you can experiment with this BASIC program and use it for sound effects, machine language is the solution.

If you have the extended monitor, so much the better, but the standard monitor by OSI is adequate. Listing 2 shows a short machine-code program that follows the lines of Listing 1a. The value for the delay loop is stored at location 0028H. A good value to start with is 80H. Load this register with hex values 80 to C4, and you'll get all the tones of one octave. Listing 3 contains a machine-code program that simulates the sound of a siren. Again, the value of the maximum frequency must be loaded somewhere on page zero.

## Conclusion

In my application for a simple way to get sound from your Superboard, you use only the middle four bits, because the board is prepared for this arrangement. It's easy to convert the whole eight-bit word. The incentive for this improvement is that different four-bit words produce different sounds, but also different levels of volume. A little program I wrote to produce a whole octave in response to keyboard entries 0-7 works fine but suffers from the above-mentioned volume problem. Rodney Zaks' 6502 applications book shows a similar program, but it needs some modifications to suit the OSI Superboard. ■



Photo 1. D/A converter modification.

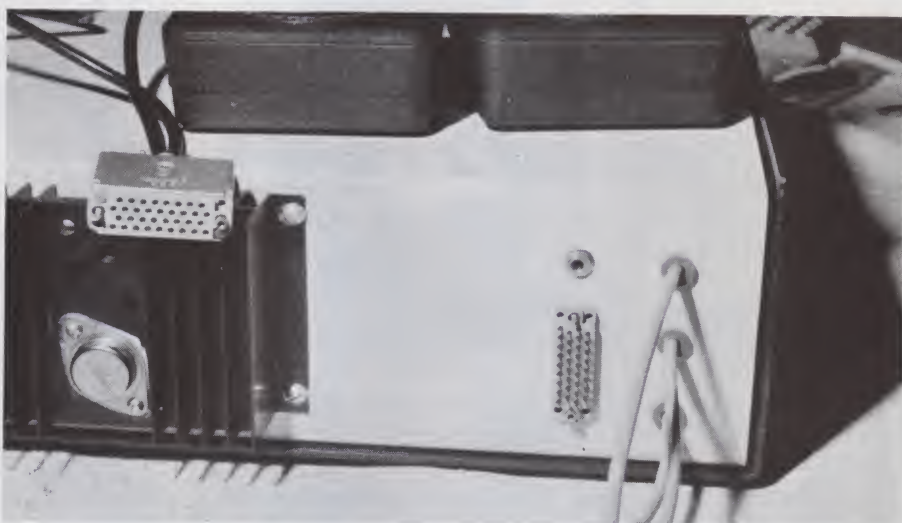


Photo 2. Connections were rerouted to the back of my home-built case for the Superboard.

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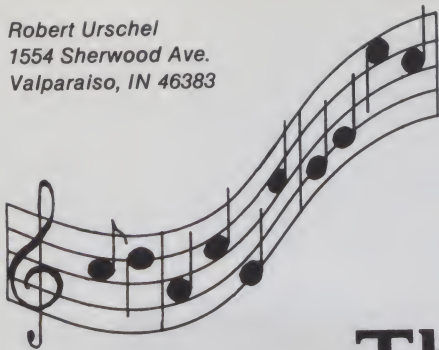
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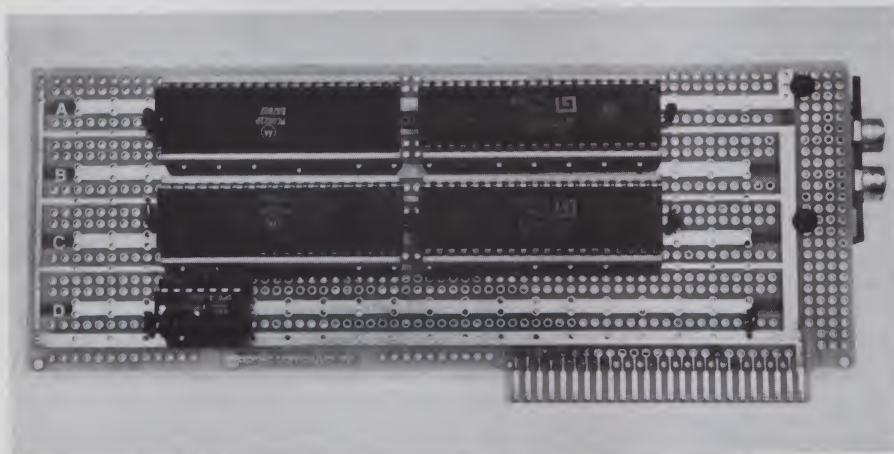


Photo 1. Component side of circuit board.

(Photos by Joe Urschel)

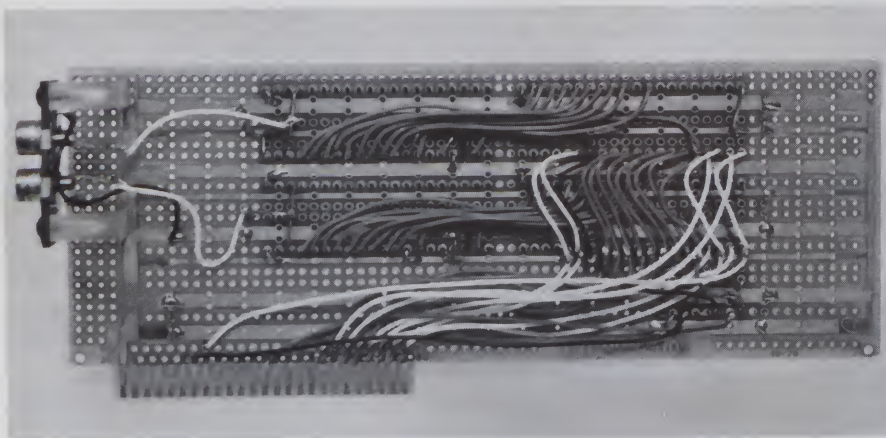


Photo 2. Wired side of circuit board.

The Apple II computer has its own internal speaker capable of producing music one note at a time. But if you want to use your computer for serious music, a better method is available—the AY-3-8910 Programmable Sound Generator (PSG) from General Instrument Corp.

The PSG can play three notes simultaneously. It can also make many types of sound effects, such as explosions, gunshots and whistling bombs.

A noise generator produces a wide range of pseudorandom frequencies. Thus, once the PSG is addressed to make a sound effect or note, the computer is free to perform other tasks.

The PSG contains 16 eight-bit registers, which control all functions. Some of the registers do not use all eight bits. The first six control the frequencies of tone channels A, B and C (see Fig. 1). To produce a simple tone on channel A, for example, registers 0 and 1 are loaded with a value proportional to the desired frequency; i.e., the lower the value in the register, the higher the frequency produced.

The value in the register is counted down to zero at a rate controlled by a master clock frequency. When the value of the register reaches zero, the output for channel A is toggled. The register is again counted down and the output is again toggled. This produces a 50 percent duty cycle square-wave output. I used the 1 MHz clock frequency available on the Apple bus as the master clock frequency.

With a hexadecimal value of \$8E loaded



into register 0 and with register 1 set to 0, the PSG will produce a frequency of 440 Hz, or A above middle C. Refer to Table 1 for register values for notes. (Any value preceded by a dollar sign indicates a hexadecimal value.)

The amplitude, or volume, of each channel can be controlled via registers 8, 9 and A. With bit B4 set to 0, the amplitude of the tone has 16 different levels as set by bits B0 through B3. For example, loading register 8 with a value of \$01 will produce the softest volume for channel A, while loading the register with a value of \$0F will produce the loudest volume.

With bit B4 set to 1, the amplitude is controlled by the Envelope Period register (registers B and C) and by the Envelope Shape/Cycle register (register D). If bit B4 is set, then bits B0 through B3 have no effect.

The envelope period, registers B and C, is also a function of the master clock frequency. The higher the value in this register, the longer the note will take to decay (or attack again, depending on the setting of register D).

There are many other possibilities using register D; these are explained in the PSG data manual.

### The 6821 Peripheral Interface Adapter

Data and addresses are sent from the Apple II bus to the PSG via a 6821 peripheral interface adapter (PIA). The PIA is a general input/output chip, and is a natural choice for interfacing the PSG to the Apple II. Although the PIA is very complex, I will try to simplify the method used to Interface the

PIA to the PSG music chip.

The PIA contains six eight-bit registers, three for each set of I/O lines. These are a data direction register (DDR), a control register and an eight-bit parallel I/O register.

Two sets of eight parallel I/O lines (16 lines total) can be set up as inputs or outputs. Only ten of these lines are needed—eight for the address/data lines on the PSG and two for the control lines on the PSG.

The first function of the controlling program is to set the I/O lines on the PIA to all outputs (see Program Listing). This is done

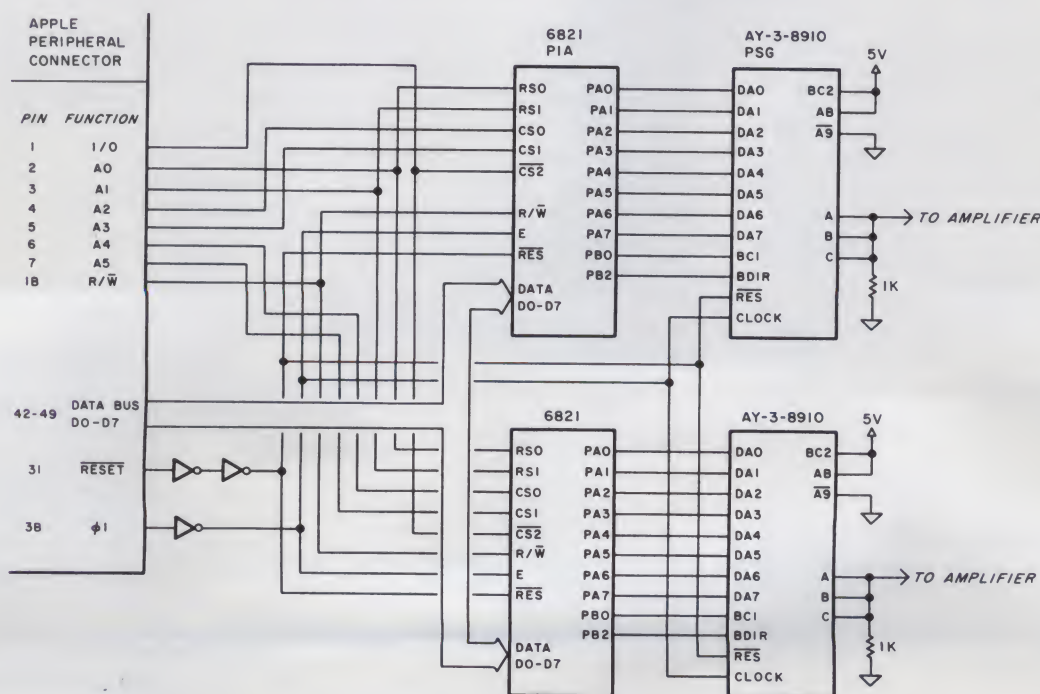
in lines 1250 through 1290 by writing all 1's to the DDR. Lines 1300 through 1340 instruct the PIA to load data into the I/O registers instead of the DDR. This is done by setting bit 2 of the control register. This is the only time that the program is directly concerned with the PIA.

### Interfacing to the Apple II

On the inside of the Apple II computer towards the back are eight peripheral I/O connectors. Writing to certain addresses in the Apple memory will cause a control line

		BIT							
REGISTER		B7	B6	B5	B4	B3	B2	B1	B0
0	CHANNEL A	B BIT FINE TUNE A				COARSE TUNE A			
1	TONE PERIOD								
2	CHANNEL B	B BIT FINE TUNE B				COARSE TUNE B			
3	TONE PERIOD								
4	CHANNEL C	B BIT FINE TUNE C				COARSE TUNE C			
5	TONE PERIOD								
6	NOISE PERIOD					5 BIT PERIOD CONTROL			
7	ENABLE	IN/OUT		NOISE			TONE		
		IOB	IOA	C	B	A	C	B	A
8	CHANNEL A AMPLITUDE				M	L3	L2	L1	L0
9	CHANNEL B AMPLITUDE				M	L3	L2	L1	L0
A	CHANNEL C AMPLITUDE				M	L3	L2	L1	L0
B	ENVELOPE	B BIT FINE TUNE E							
C	PERIOD	B BIT COARSE TUNE E							
D	ENVELOPE SHAPE/CYCLE					CONT	ATT	ALT	HOLD
E	I/O PORT A	B BIT PARALLEL PORT A							
F	I/O PORT B	B BIT PARALLEL PORT B							

Fig. 1. Registers and their associated function. Register numbers are in hexadecimal. Note that some registers do not use all eight bits.





DESIRED FREQUENCY	ACTUAL FREQUENCY	NOTE	REGISTER VALUE IN HEX COARSE/FINE				
27.5	27.4967004	A	08 E1	311.126984	310.945274	D#	00 C9
29.1352351	29.1375291	A#	08 61	329.627557	328.947369	E	00 BE
30.8677063	30.8641975	B	07 E9	349.228232	349.162011	F	00 B3
32.7031957	32.7053898	C	07 77	369.994423	369.822485	F#	00 A9
34.6478289	34.6452328	C#	07 0C	391.995437	393.081761	G	00 9F
36.708096	36.6999413	D	06 A7	415.304698	416.666667	G#	00 96
38.890873	38.892346	D#	06 47				
41.2034447	41.1997363	E	05 ED	440	440.140845	A	00 8E
43.653529	43.6452514	F	05 98	466.163762	466.417911	A#	00 86
46.2493029	46.2620281	F#	05 47	493.883301	492.125984	B	00 7F
48.9994296	48.9811912	G	04 FC	523.251131	525.210084	C	00 77
51.9130873	51.910299	G#	04 B4	554.365262	553.097345	C#	00 71
				587.329536	589.622642	D	00 6A
55	55.0176057	A	04 70	622.253968	625	D#	00 64
58.2704702	58.2479031	A#	04 31	659.255115	657.894737	E	00 5F
61.7354127	61.7588933	B	03 F4	698.456464	702.247191	F	00 59
65.4063914	65.376569	C	03 BC	739.988847	744.047619	F#	00 54
69.2956578	69.2904657	C#	03 86	783.990873	781.25	G	00 50
73.4161921	73.4430082	D	03 53	830.609397	833.333333	G#	00 4B
77.781746	77.7363184	D#	03 24				
82.4068893	82.4538259	E	02 F6	880	880.281691	A	00 47
87.307058	87.2905028	F	02 CC	932.327523	932.835821	A#	00 43
92.4986058	92.4556213	F#	02 A4	987.766603	992.063492	B	00 3F
97.9988592	97.9623825	G	02 7E	1046.50226	1041.66667	C	00 3C
103.826175	103.820598	G#	02 5A	1108.73052	1116.07143	C#	00 38
				1174.65907	1179.24528	D	00 35
110	110.035211	A	02 38	1244.50794	1250	D#	00 32
116.54094	116.604478	A#	02 18	1318.51023	1329.78723	E	00 2F
123.470825	123.517787	B	01 FA	1396.91293	1388.88889	F	00 2D
130.812783	130.753138	C	01 DE	1479.97769	1488.09524	F#	00 2A
138.591316	138.580931	C#	01 C3	1567.98175	1562.5	G	00 28
146.832384	146.713615	D	01 AA	1661.21879	1644.73684	G#	00 26
155.563492	155.472637	D#	01 92				
164.813779	164.907652	E	01 7B	1760	1736.11111	A	00 24
174.614116	174.581006	F	01 66	1864.65505	1838.23529	A#	00 22
184.997212	184.911243	F#	01 52	1975.53321	1953.125	B	00 20
195.997718	195.924765	G	01 3F	2093.00452	2083.33333	C	00 1E
207.652349	207.641196	G#	01 2D	2217.46105	2232.14286	C#	00 1C
				2349.31815	2314.81482	D	00 1B
220	220.070423	A	01 1C	2489.01587	2500	D#	00 19
233.081881	233.208955	A#	01 0C	2637.02046	2604.16667	E	00 18
246.941651	247.035573	B	00 FD	2793.82586	2840.90909	F	00 16
261.625565	261.506276	C	00 EF	2959.95539	2976.19048	F#	00 15
277.182631	277.777778	C#	00 E1	3135.96349	3125	G	00 14
293.664768	293.42723	D	00 D5	3322.43759	3289.47369	G#	00 13
				3520	3472.22222	A	00 12
				3729.31009	3676.47059	A#	00 11
				3951.06641	3906.25	B	00 10

Table 1. Register load values to produce a frequency based on the even tempered scale.

on the slot to change state and, in effect, turn on the slot. The controlling program is written to use slot 3.

Writing to any addresses from \$C300 through \$C3FF will cause pin 1 on the slot to go low for 500 ns. This pin is tied to one of the chip select lines on each PIA. During this time, data is accepted by the PIAs from the Apple. This data is then further directed to one of the PSG's address/data lines.

The only other integrated circuit I used

besides the PIA's and the PSG's was a 74LS14 hex inverter. This is needed to buffer the reset line and invert the clock lines from the I/O slot. You should do this since these two lines have to each drive four other inputs on the circuit board.

The address lines and data lines on the PSG are common to each other. By use of two control lines, addresses and data can be latched into the PSG. Actually, of three control lines on the PSG, only two are need-

ed. To write data to the PSG, the address of the register to be written must first be presented on the address/data lines. The address is then latched into the PSG. Then data for the desired register is presented on the address/data lines. Finally, the data is latched into the PSG.

The program listing is explained in Table 2.

### Using an Assembler

Typing hex values directly into the Apple memory via the monitor is convenient until a change or insertion is required. This is why I strongly recommend the use of an assembler. I use the S-C Assembler II from S-C Software, PO Box 5537, Richardson, TX 75080. This assembler lets you edit hex strings as easily as a BASIC program. These strings of hex data can as easily be saved to disk or cassette tape.

### Programming the PSG

A partial listing of the codes for the first few measures of "The Maple Leaf Rag" by Scott Joplin is shown in Table 3. The control

1250-1340	Set up PIAs (explained in text).
1380-1420	The note codes will start at location \$2000.
1430-1470	Save the tempo bytes located at \$2000-2001.
1540-1870	Check for control bytes.
	\$F1—Directs the program to load the PSG connected to the right channel.
	\$F2—Left channel.
	\$FE—End of song. Reconnects DOS.
	\$FF—Delay a predetermined length of time while the PSGs are playing a note or chord.
1900-1910	The program is directed to load the PSG connected to the right or left channel.
1950-1990	Latch the address for the desired register into the PSG (right channel).
2030-2090	Latch the data into the selected address of the PSG (right channel).
2110-2260	Same as lines 1950 through 2090 except the PSG connected to the left channel is loaded.
2310-2360	Load the next byte from memory into the accumulator.

Table 2. Annotations for the program listing.



# Software for the Apple II and Apple II Plus\*

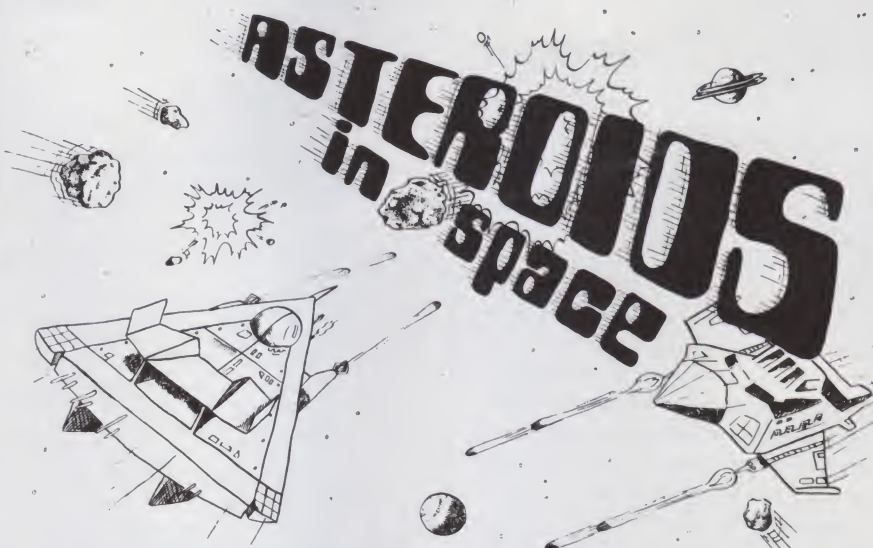


## ASTEROIDS IN SPACE™

By Bruce Wallace

An exciting space action game! Your space ship is traveling in the middle of a shower of asteroids. Blast the asteroids with lasers, but beware — big asteroids fragment into small asteroids! The Apple game paddles allow you to rotate your space ship, fire its laser gun, and give it thrust to propel it through endless space. From time to time you will encounter an alien space ship whose mission is to destroy you, so you'd better destroy it first! High resolution graphics and sound effects add to the arcade like excitement that this program generates. Runs on any Apple II with at least 32K of RAM and one disk drive.

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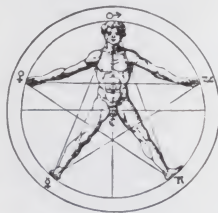
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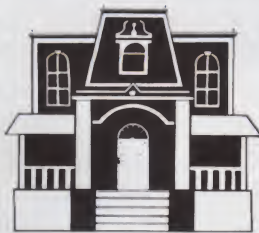
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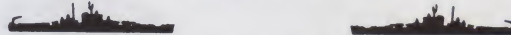
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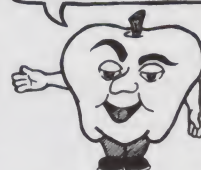
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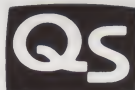
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program resides in locations \$800 to \$8B4. The codes for the notes start at location \$2000. The first two bytes of the codes are used to set the tempo of the music. The lower the value of these bytes, the faster the music will be played. Some of the codes are explained in Table 4.

### Special Sound Effects

Within the music portion of the PSG, some very interesting sounds other than square waves may be produced. For example, loading a tone register with \$8E will produce a frequency of 440 Hz. If another tone register is at the same time loaded with \$8D, a frequency of slightly higher than 440 Hz will be produced. When these two frequencies are combined, a wave form with a varying duty cycle is generated. The effect is quite interesting. If two tone registers are loaded with the same value, the combined frequencies, although the same, do not start playing at the same time. The result is a frequency with a duty cycle less than 50 percent.

### I/O Registers on the PSG

Although not used in this music program, two other useful registers are in the PSG. These are two general-purpose eight-bit parallel I/O ports. These ports are controlled via registers E and F by setting bits B6 and B7 in register 7. For example, to set I/O port A to an input port and I/O port B to an output port, set bit B6 and B7 in register 7 to an 1 and 0, respectively.

### Construction

The entire circuit, except the amplifier, is wired on the Apple II prototyping board (see photographs and Fig. 2). The actual wiring took me less than four hours. I used inte-

grated circuit sockets to avoid damaging the integrated circuits due to static electricity or heat from soldering. I wired a few .01 uF capacitors between the 5-volt and ground bus.

Although I purchased an amplifier, you

can build one using inexpensive components. One section of the PSG data manual shows how to do this with a commercially available LM386 audio amplifier. Cost for all parts, except the amplifier and speakers, is under \$50. ■

```


00 49 F1 07 38 08 10 09 10 0A 10 0C 0A F2 07 38 08 10 09 10
0A 10 0C 08 F2 00 92 01 01 02 24 03 03 0D 09 FF FF 00 2D 02
5A 03 02 0D 09 FF F1 00 96 0D 09 FF F2 00 EF 01 00 02 2D 03
01 04 92 05 01 0D 09 F1 00 64 02 C9 0D 09 FF 00 96 02 00 0D
09 FF F2 0D 09 F1 00 77 0D 09 FF 00 64 02 C9 0D 09 FF F2 00
1C 01 01 02 38 03 02 04 00 05 00 0D 09 FF F1 00 9F 02 00 0D
09 FF F1 00 64 02 C9 0D 09 F2 00 0C 01 01 02 18 03 02 0D 09
FF F1 00 9F 02 00 0D 09 FF F2 00 E1 01 00 02 3F 03 01 04 92
05 01 0D 09 F1 00 86 0D 09 FF 00 64 02 C9 0D 09 FF F2 0D 09
FF FF 00 92 01 01 02 24 03 03 04 00 05 00 0D 09 FF FF F1 00
00 02 00 F2 00 2D 02 5A 03 02 0D 09 FF F1 00 96 0D 09 FF F2
00 EF 01 00 02 2D 03 01 04 92 05 01 0D 09 F1 00 64 02 C9 0D
09 FF 00 96 02 00 0D 09 FF F2 0D 09 F1 00 77 0D 09 FF 00 64
02 C9 0D 09 FF F2 00 1C 01 01 02 38 03 02 04 00 05 00 0D 09
FF F1 00 9F 02 00 0D 09 FF F1 00 64 02 C9 0D 09 F2 00 0C 01
01 02 18 03 02 0D 09 FF F1 00 9F 02 00 0D 09 FF F2 00 E1 01
00 02 3F 03 01 04 92 05 01 0D 09 F1 00 86 0D 09 FF 00 64 02
C9 0D 09 FF F2 0D 09 FF FF 00 92 01 01 02 24 03 03 04 00 05
00 0D 09 FF F1 0D 09 FF F2 00 F2 00 7B 01 01 02 F6 03 02 0D
09 FF F1 00 96 0D 09 FF 00 7F 0D 09 FF 00 5F 02 BE 0D 09 FF
F2 00 92 01 01 02 24 03 03 0D 09 FF F1 00 64 02 C9 0D 09 FF
F2 0D 09 FF F1 0D 09 FF F2 00 7B 01 01 02 F6 03 02 0D 09 F1
00 00 02 00 FF F1 00 96 0D 09 FF 00 7F 0D 09 FF 00 5F 02 BE
0D 09 FF F2 00 92 01 01 02 24 03 03 0D 09 FF F1 00 64 02 C9
0D 09 FF FF FF

```

Table 3. Note and control codes to play the first seven measures of "The Maple Leaf Rag" by Scott Joplin.

0049	Set up tempo.
F1	Set program to right channel.
0738	Load register 7 to enable all tones on channels A, B and C.
0810	Load register 8 to enable the envelope generator for channel A.
0910	Load register 9 same as register 8.
0A10	Load register A same as register 8.
0C0A	Load register C with the decay rate.
F2	Set program to left channel.
0738	Load register 7 to enable all tones on channels A, B and C.
0810	
0910	
0A10	Same as for right channel except the decay rate as set by register C will be
0C08	slightly faster in the left channel.
0092	
0101	Loads registers 0 and 1 with the value 0192 for the note D#.
0224	
0303	Loads registers 2 and 3 with the value 0324 for the note D# an octave lower.
0D09	Load register D with the hex value 09. This will cause the PSG to play the note with a sharp attack and a slow decay.
FFFF	Causes the program to wait while the note is being played. Each FF code will cause the program to wait a time period controlled by tempo bytes in location 2000-2001.

Table 4. Annotations for the codes for "The Maple Leaf Rag" (see Table 3).



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### Music Generation program.

```

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1010 *   MUSIC GENERATION PROGRAM
1020 *
1030 *   FOR PROGRAMMABLE SOUND GENERATOR
1040 *
1050 *           R. R. URSCHEL   REV. 2-28-80
1060 *
1080 *
1090           .OR $800
1100 MEML     .EQ $00
1110 MEMH     .EQ $01
1120 WAITL    .EQ $02   TIME DELAY BETWEEN NOTES
1130 WAITH    .EQ $03
1140 SWAITL   .EQ $04   SAVE TIME DELAY

```



```

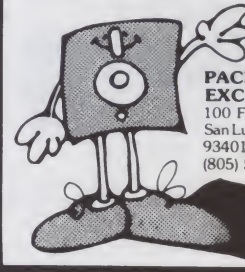
1150 SWAITH .EQ $05
1160 CHAN .EQ $06 0=RIGHT 1=LEFT
1170 DATA1 .EQ $C30C PERIPHERAL
1180 BUS1 .EQ $C30E SLOT
1190 DATA2 .EQ $C330 ADDRESSES
1200 BUS2 .EQ $C332
1210 *****
1220 *
1230 * SET UP PIA'S
1240 *
0800- A9 FF 1250 LDA $FF SET THE DDR
0802- 8D 0C C3 1260 STA $C30C A SIDE OUTPUTS
0805- 8D 30 C3 1270 STA $C330
0808- 8D 0E C3 1280 STA $C30E B SIDE OUTPUTS
080B- 8D 32 C3 1290 STA $C332
080E- A9 04 1300 LDA $04 SET BIT 2 OF THE CONTROL REGISTER
0810- 8D 0D C3 1310 STA $C30D
0813- 8D 0F C3 1320 STA $C30F
0816- 8D 31 C3 1330 STA $C331
0819- 8D 33 C3 1340 STA $C333
1350 *
1360 * INITIALIZE NOTE TABLE
1370 *
081C- A0 00 1380 INIT LDY $00
081E- 84 06 1390 STY CHAN
0820- 84 00 1400 STY MEML
0822- A9 20 1410 LDA $20 NOTES START AT $2000
0824- 85 01 1420 STA MEMH
1422 *
1424 * FIRST TWO BYTES SET TEMPO
1426 *
0826- B1 00 1430 LDA (MEML),Y
0828- 85 04 1440 STA SWAITL
082A- C8 1450 INY
082B- B1 00 1460 LDA (MEML),Y
082D- 85 05 1470 STA SWAITH
1480 *
1490 *****
1500 *****
1510 *
1520 * START LOADING REGISTERS
1530 *
082F- 20 AA 08 1540 LOADR JSR GET
0832- C9 FF 1550 CMP $FF
0834- D0 13 1560 BNE CKDONE
1570 * IF BYTE = $FF
1580 * END OF REGISTER LOADS. WAIT WHILE PLAYING NOTES
1590 *
0836- A5 04 1600 LDA SWAITL
0838- 85 02 1610 STA WAITL
083A- A5 05 1620 LDA SWAITH
083C- 85 03 1630 STA WAITH
083E- C6 02 1640 DELY1 DEC WAITL
0840- D0 FC 1650 BNE DELY1
0842- C6 03 1660 DEC WAITH
0844- D0 F8 1670 BNE DELY1
0846- 4C 2F 08 1680 JMP LOADR GET NEXT BYTE VALUE
1690 *
1700 * IF A = FE THEN END OF SONG
0849- C9 FE 1710 CKDONE CMP $FE
084B- D0 03 1720 BNE CKA
084D- 4C D0 03 1730 JMP $D0
1740 *
1750 * IF A = F1 THEN SET RIGHT CHANNEL
0850- C9 F1 1760 CKA CMP $F1
0852- D0 07 1770 BNE CKR
0854- A9 00 1780 LDA $00
0856- 85 06 1790 STA CHAN
0858- 4C 2F 08 1800 JMP LOADR
1810 *
1820 * IF A = F2 THEN SET LEFT CHANNEL
085B- C9 F2 1830 CKB CMP $F2
085D- D0 07 1840 BNE LOADL
085F- A9 01 1850 LDA $01
0861- 85 06 1860 STA CHAN
0863- 4C 2F 08 1870 JMP LOADR
1880 *
1890 *
0866- A6 06 1900 LOAD LDX CHAN
0868- D0 20 1910 BNE LATCHB
1920 *****
1930 * LATCH ADDRESS FOR RIGHT CHANNEL
1940 *
086A- A2 05 1950 LDX $05
086C- 8E 0E C3 1960 STX BUS1
086F- 8D 0C C3 1970 STA DATA1 FORM ADDRESS
0872- A2 00 1980 LDX $00
0874- 8E 0E C3 1990 STX BUS1 LATCH ADDRESS
2000 *
2010 * GET VALUE AND LATCH DATA
2020 *
0877- 20 AA 08 2030 JSR GET
087A- 8D 0C C3 2040 STA DATA1 FORM DATA
087D- A2 06 2050 LDX $06
087F- 8E 0E C3 2060 STX BUS1

```

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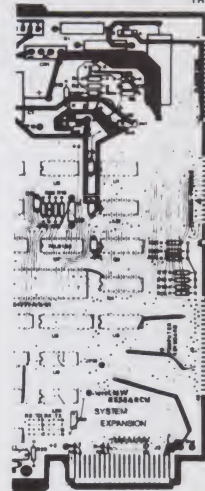
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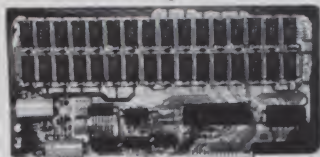
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```

0882- A2 00 2070 LDX ##00
0884- 8E 0E C3 2080 STX BUS1 LATCH DATA
0887- 4C 2F 08 2090 JMP LOADR
                2100 *****
                2110 * LATCH ADDRESS FOR LEFT CHANNEL
088A- A2 05 2120 LATCHB LDX ##05
088C- 8E 32 C3 2130 STX BUS2
088F- 8D 30 C3 2140 STA DATA2 FORM ADDRESS
0892- A2 00 2150 LDX ##00
0894- 8E 32 C3 2160 STX BUS2 LATCH ADDRESS
                2170 *
                2180 * GET VALUE AND LATCH DATA
                2190 *
0897- 20 AA 08 2200 JSR GET
089A- 8D 30 C3 2210 STA DATA2 FORM DATA
089D- A2 06 2220 LDX ##06
089F- 8E 32 C3 2230 STX BUS2
08A2- A2 00 2240 LDX ##00
08A4- 8E 32 C3 2250 STX BUS2 LATCH DATA
08A7- 4C 2F 08 2260 JMP LOADR
                2270 *
                2280 *****
                2290 * GET NEXT BYTE FROM MEMORY
                2300 *
08AA- C8 2310 GET INY
08AB- F0 03 2320 BEQ ADJHI
08AD- B1 00 2330 LOADA LDA (MEML),Y
08AF- 60 2340 RTS
08B0- E6 01 2350 ADJHI INC MEMH
08B2- 4C AD 08 2360 JMP LOADA
                2370 *
                2380 *

```

## SYMBOL TABLE

MEML	0000	MEMH	0001	WAITL	0002
WAITH	0003	SWAITL	0004	SWAITH	0005
CHAN	0006	DATA1	C30C	BUS1	C30E
DATA2	C330	BUS2	C332	INIT	081C
LOADR	082F	DELY1	083E	CKDONE	0849
CKA	0850	CKB	085B	LOAD	0866
LATCHB	088A	GET	08AA	LOADA	08AD
ADJHI	08B0				

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# Computerized Project Management

*This program for the Apple II helps you plan and schedule complex projects; book publishing is used as an example.*

Derek A. Kelly  
832 Lafayette St.  
Denver, CO 80218

**W**hile planning won't assure success, it can help prevent massive failure. A good computer program can implement a planned approach to any business project.

In this case, the project is a book publishing enterprise. I developed the program on an Apple II microcomputer, using Apple's Applesoft II floating point BASIC.

## Structured Project Design

You can structure a project by dividing it into two basic parts: where the project's activities will take place (the arena) and what the activities are that will lead to the proj-

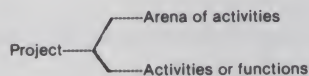


Fig. 1. Project structure.

ect's completion (Fig. 1).

These areas can be further divided. When studying the location, you need to know what the immobile spaces for the project activities are, what the mobile spaces, such as transportation means, are and how many people will be needed to perform the activities.

A study of the project's activities should cover four areas: the problem the project is designed to solve, such as filling an information gap in a given market; the design of the entire project and the end result, or product, of the project; construction of the product; and distribution of the product (Fig. 2).

A complete flowchart of these divisions should show the sequence of functions in dynamic interaction with each other, with many feedback loops.

## The Program

To make a sound decision on the feasibility of a publishing project, you need to calculate as correctly as possible the probable expenses connected with each phase

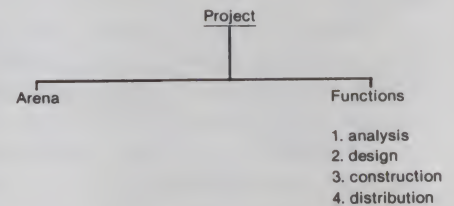


Fig. 2. Project's activities.

of the project. The Book Project Management program was designed specifically to help with such calculations.

The program reads a list of accounts connected with the project, requests user input of costs, keeps a running tally of expenses and prints out totals for both individual accounts and accounts belonging to each phase. It lets decision-makers realistically figure the expenses of a project.

Depending on how ambitious or detailed you want to be, the program can handle up to 800 accounts (though only 35 accounts are included in the present program). To increase or modify the accounts, you need to change only the data statements and number, and perhaps the dimensions of the variables bunched together at the start of the main program on lines 500-599.

The 35 accounts are organized to follow the project divisions noted earlier. Accounts are concerned with either the arena (100-499) or the functions (500-899). These two areas are further subdivided to reflect the four functional phases of the project, leaving 100 possible accounts for each phase within each basic division (arena-function).

The program will print out information on each account sequentially or randomly, and will also request that expenses and time calculations be input so that the "man-days" of the project can be calculated. The

### Program Procedures and Options

1. LOAD. RUN.
2. Input date.
3. Input budget (this can be changed over and over).
4. Choice of list of accounts/no list. Accounts listed sequentially by hitting any key but RETURN. Hit RETURN to abort the listing.
5. Choice between random and sequential inputs. Main MENU: (1) random input, (2) sequential input, (3) traffic control. The sequence for both inputs is: Hit '0' for reports; '1' for traffic control; or enter account number if random input, or accounts sequentially; Input cost and time estimates; a progressive summary printed out after each entry.
6. Reports:
  - a. Individual reports (hit RETURN to abort).
  - b. Summary reports.
  - c. Office (arena/space) reports for each phase of project.
  - d. Function reports.
  - e. Combined office/function reports.
  - f. Note: Ongoing costs calculated at 10 percent.

Table 1. Program procedures and options.



computer provides a running summary after each input. At the end of all inputs, it reports on individual accounts, arena accounts and function accounts and prints out a combined report.

The random input subroutine allows "infinite" modifications of inputs to accounts so that improvements in calculated expenses can be made after the first step through the accounts. You can thus calculate and modify costs over and over again until some realistic assessment of expenses and budgetary limitations can be made.

Also, many expenses of an unplanned project are hidden, and making these costs explicit and calculable can help you to anticipate potential problems.

The program is a little under 7K long as listed, and will run in 3 to 5K. Written in Applesoft II, it will run in a 16K Apple if Applesoft is in ROM or in a 24K system if Applesoft is on cassette.

The program includes subroutines to turn a Centronics microprinter on and off by using slot 6 on the Apple. These can be changed to fit any kind of printer and are located on lines 60-65 (on) and 70-74 (off). If you don't want hard copy, the program is designed so that these routines need not be called.

However, if you don't have a printer, a mistaken call to a printer will cause the system to hang and cause loss of all data inputs. You may therefore want to change the printer on/off routines so that they list as REMs, leaving the Return as it is. This way, even if a call is mistakenly made for a hard-copy printout, nothing will happen and the system won't hang.

While I had to resort to a few of those GOTOs so abhorrent to structured programmers, I am happy that the ratio of GOSUBs to GOTOs is about 100 to 1.

On RUN, the program will request user input of the date and project budget. If you desire, it will then print out each account. A simple FOR-NEXT loop is used to slow the printing of these items, though a GET AN\$ could also be used. Following that, you can execute a sequential input to the accounts or a random input by inputting the account number desired.

On each input request, sequential or random, you may call for a calculation subroutine to determine costs and can make multiple (dimensioned at 20) inputs to each account. After all sequential inputs have been made, reports can be printed out, or additional random-input-only inputs can be made. The reports can be printed out after each random input.

#### Some User Modifications

Since the program is constructed mainly out of subroutines that mostly occur be-

tween lines 7 and 199 of the program, you can easily add or subtract aspects of the program by adding or deleting calls to these subroutines.

The main program begins at line 500. It's reached via a GOTO from line 3. I first used a GOSUB, switching to a GOTO after I re-

alized the program never returns to line 3. The main program calls subroutines in the main input subroutine starting on line 300. This input GOSUB calls on subroutines that are on lines 7-199, though one or two GOSUBs are in the program later, such as the printing routine starting on line 600. The

#### Program listing. Publishing program in Applesoft BASIC.

```

3LIST
1  REM  BY DEREK KELLY---STRUCTURED PROJECT MANAGEMENT FOR A SMALL PUBLISH
   ER'
2  REM PUB. KILOBAUD MICROCOMPUTING
3  GOTO 500
4  ::
7  TT = TT + EE(J): RETURN
9  ::
11 FOR A = 1 TO 20: PRINT "<": NEXT A: RETURN
12 FOR A = 1 TO 40: PRINT "=": NEXT A: RETURN
14 FOR A = 1 TO 40: PRINT "+": NEXT A: RETURN
16 PRINT TAB(30)"KEY!": GET A$: RETURN
17 FOR A = 1 TO 40: PRINT "↑": NEXT A: RETURN
19 ::
20 REM --FORMULAE
21 PRINT
22 PRINT "COST/WAGE *. ITEM/TIME=EXPENSE"
23 INPUT "CW/IT": C, W
25 PRINT
27 IT = C * W: PRINT "$": IT
28 RETURN
29 ::
30 OT = OT + EE(J): RETURN
32 PT = PT + EE(J): RETURN
33 ::
34 AO = AO + EE(J): RETURN
36 DO = DO + EE(J): RETURN
38 PO = PO + EE(J): RETURN
40 DE = DE + EE(J): RETURN
41 ::
42 AP = AP + EE(J): RETURN
44 DP = DP + EE(J): RETURN
46 PP = PP + EE(J): RETURN
48 DD = DD + EE(J): RETURN
49 ::
50 FOR A = 10 TO 35: PRINT TAB(A)"↑": NEXT A: RETURN
52 ::
60 REM PRINTER ON/OFF
61 VTAB(5): PRINT "#1-MONITOR:#2-PRINTER:"
62 INPUT "#": Q
63 IF STR$(Q) = CHR$(13) THEN 65
64 IF Q = 1 THEN GOSUB 70
65 RETURN
66 ::
70 REM POKE$4,0:POKE$5,198
71 REM PRINT 'CNTRL I-K'
72 REM PRINT'CNTRL I-80-N'
74 RETURN
75 ::
76 REM POKE$4,240:POKE$5,253
77 RETURN
78 ::
80 REM INDIV REPORT PRINT OUTS
81 HOME
82 GOSUB 260
84 FOR J = 1 TO N
85 GOSUB 280
86 GOSUB 104
88 FOR A = 1 TO 1000: NEXT A
89 GOSUB 16: IF A$ = "0" THEN 92
90 PRINT : NEXT J
92 RETURN
93 ::
94 PRINT TAB(4)"ANALYSIS PHASE:$": RETURN
95 PRINT TAB(4)"DESIGN PHASE:$": RETURN
96 PRINT TAB(4)"PRODUCTION PHASE:$": RETURN
97 PRINT TAB(4)"DISTRIBUTION PHASE:$": RETURN
99 ::
100 REM GOSUBALLEY
101 GOSUB 12
102 GOSUB 280
104 PRINT "ACCOUNT #:";N$(J)
105 PRINT "    NAME:";N$(J)
106 PRINT "    TYPE:";SF$(J)
107 PRINT "    PHASE:";PH$(J)
108 PRINT "    TIME:";PRINT "DAYS:";DV$(J)
109 PRINT "EXPENSES ";EE(J)
111 GOSUB 12
113 RETURN
114 ::

```



subroutines between lines 7 and 99 are mainly one-line GOSUBs that do the addition of inputs, while the subroutines between lines 100 and 199 are generally longer.

At the start of the main program, all the main variables are listed and dimensioned. You can modify these dimensions all at once without searching through the whole program.

Data statements on the accounts begin on line 200. You can add to these accounts at will following the order noted in the REM there, and need only change the number of the accounts to assure satisfactory running of the program.

The report printouts include a routine to print out ongoing or continuing costs of a project. In this program, that ongoing amount is ten percent of the entire project cost. You can modify this amount by changing lines 662 and 692. ■



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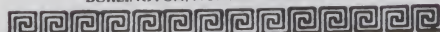
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```

115 REM TO INPUT ACC'T
116 AN = 0:JE = 0
118 PRINT "# OF INPUTS TO THIS ACCOUNT?"
119 INPUT "#: "; Z
120 IF Z = 0 OR STR$(Z) = CHR$(13) THEN 130
121 FOR K = 1 TO Z
122 INPUT "(ENTER '1' TO CALCULATE)"; CC
124 IF CC = 1 THEN GOSUB 22
125 PRINT "INPUT #"; K; "=";
126 INPUT "INPUT $"; AN(K)
127 IF AN(K) = - 1 THEN 116
128 JE = JE + AN(K)
129 NEXT K
130 EE(J) = JE
131 GOSUB 7
132 IN = IN + Z
133 RETURN
134 ::
135 PRINT "TIME TO DO THIS JOB?=";
137 INPUT DV(J)
138 RETURN
139 ::
140 REM TALLYING
145 IF SF$(J) = "OFFICE" THEN GOSUB 30
147 IF SF$(J) = "PROCESS" THEN GOSUB 32
149 RETURN
150 ::
151 REM GOSUB TO TALLY
153 IF N%(J) = > 100 AND N%(J) < = 199 THEN GOSUB 34
154 IF N%(J) = > 200 AND N%(J) < = 299 THEN GOSUB 36
155 IF N%(J) = > 300 AND N%(J) < = 399 THEN GOSUB 38
156 IF N%(J) = > 400 AND N%(J) < = 499 THEN GOSUB 40
158 IF N%(J) = > 500 AND N%(J) < = 599 THEN GOSUB 42
159 IF N%(J) = > 600 AND N%(J) < = 699 THEN GOSUB 44
160 IF N%(J) = > 700 AND N%(J) < = 799 THEN GOSUB 46
161 IF N%(J) = > 800 AND N%(J) < = 899 THEN GOSUB 48
163 RETURN
164 ::
165 REM GOSUB TO TALLY UP TIME
166 DX = DX + DV(J)
167 D1 = DX:M1 = D1 / 30:Y1 = D1 / 365
168 RETURN
169 ::
170 REM STEP BY STEP TALLY
171 GOSUB 12: PRINT TAB(10)"PROGRESSIVE SUMMARY"
172 GOSUB 50: PRINT
173 PRINT TAB(10)"BUDGET=$"; PB: PRINT TAB(10)"EXPENSES TO HERE=$"; TT
174 PRINT TAB(10)"BUDGET REMAINDER=$"; PB - TT
175 PRINT TAB(10)"WORK TIME TO HERE::": PRINT TAB(12)"-TOTAL DAYS="; D
176 PRINT TAB(12)"-TOTAL MONTHS="; M1
177 PRINT TAB(12)"-TOTAL YEARS="; Y1
178 GOSUB 50: PRINT
179 RETURN
180 ::
200 DATA 35: REM ACCOUNTS
201 REM ORDER=KIND, DESCRIPTION, #, NAME
203 ::
204 DATA OF, AN, 101, EQUIPMENT
205 DATA OF, AN, 103, INSURANCE
206 DATA OF, AN, 105, CLERICAL
207 ::
210 DATA OF, DE, 201, SECRETARIAL
211 DATA OF, DE, 203, ADMINISTRATION
212 DATA OF, DE, 205, ENERGY
213 DATA OF, DE, 207, TELEPHONE
214 ::
216 DATA OF, PR, 301, COPY EDIT
217 DATA OF, PR, 303, SUPPLIES
218 DATA OF, PR, 305, CONTINGENCY
219 ::
220 DATA OF, DI, 401, AD-CONSTRUCTION
221 DATA OF, DI, 403, ACCOUNTING
222 DATA OF, DI, 405, BILLING
223 DATA OF, DI, 407, MAILING
224 DATA OF, DI, 409, COMMUNICATIONS
225 DATA OF, DI, 411, PUBLICITY(ADS)
226 REM -----
230 DATA PRO, AN, 501, MEETINGS
231 DATA PRO, AN, 503, RESEARCH
232 DATA PRO, AN, 505, PLANNING
233 DATA PRO, AN, 507, CONSULTING
234 ::
235 DATA PRO, DE, 601, MOCKUPS
236 DATA PRO, DE, 603, TRAVEL
237 DATA PRO, DE, 605, COMMUNICATIONS
238 DATA PRO, DE, 607, RIGHTS
239 ::
240 DATA PRO, PR, 701, CONTENTS
241 DATA PRO, PR, 703, WRITTEN CONTENT
242 DATA PRO, PR, 705, LEGAL
243 DATA PRO, PR, 707, TYPING
244 DATA PRO, PR, 709, PROOFREADING
245 DATA PRO, PR, 711, PRINTING
246 ::
248 DATA PRO, DI, 801, ONGOING-ADS

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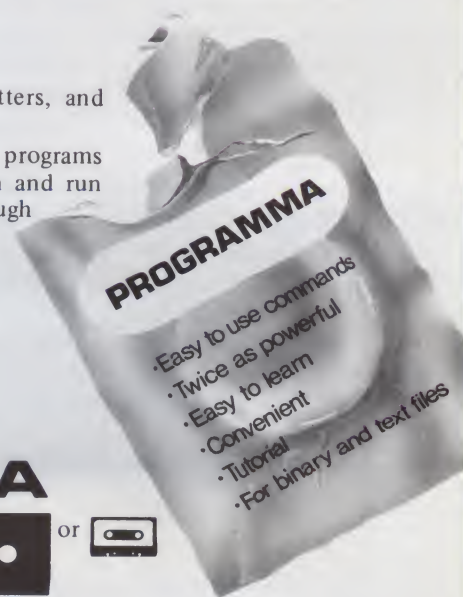
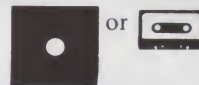
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253 DATA PRO,DI,811,ADMINISTRATION
254 :
255 REM 260-299 GOSUBS
260 REM READ DATA
261 RESTORE
262 READ N
263 FOR J = 1 TO N
264 READ SF$(J),PH$(J),N$(J),N$(J)
265 NEXT J
266 RETURN
268 :
270 HOME : GOSUB 11: PRINT
271 PRINT TAB( 7)"(HIT '0' ANYTIME TO QUIT)": GOSUB 17
272 FOR J = 1 TO N: GOSUB 280
273 PRINT N$(J)" : "N$(J)"---"SF$(J): PRINT : GOSUB 14
274 PRINT : GOSUB 16: PRINT : GOSUB 17
275 IF A$ = "0" THEN 278
276 PRINT : NEXT J
277 GOSUB 16
278 RETURN
279 :
280 REM GOSUB TO CHECK MEANINGS
281 IF (SF$(J) = "OF") THEN SF$(J) = "OFFICE"
282 IF (SF$(J) = "PRO") THEN SF$(J) = "PROCESS"
283 IF (PH$(J) = "AN") THEN PH$(J) = "ANALYSIS"
284 IF (PH$(J) = "DE") THEN PH$(J) = "DESIGN"
285 IF (PH$(J) = "PR") THEN PH$(J) = "PRODUCTION"
286 IF (PH$(J) = "DI") THEN PH$(J) = "DISTRIBUTION"
288 RETURN
289 :
290 REM GOSUB TO PREVENT LOSS OF DATA
291 PRINT : GOSUB 14: PRINT "DO YOU WANT TO END?"
292 INPUT "Y/N":A$
293 IF A$ = "Y" THEN END
294 RETURN
295 :
296 BP$ = "STRUCTURED PROJECT MANAGEMENT":PB$ = "FOR A SMALL PUBLISHER"
297 PRINT TAB( 40 - LEN (BP$)) / 2)BP$: PRINT TAB( 40 - LEN (PB$)) /
2)PB$
298 RETURN
299 :
300 REM STRUCT/FUNCTGOSUB
301 HOME : VTAB (5): GOSUB 12
302 ES$ = "/STRUCTURE-FUNCTION ESTIMATES/": PRINT TAB( 40 - LEN (ES$)) /
2)ES$
303 PRINT : GOSUB 17
305 PRINT TAB( 4)"DO YOU WANT A LIST OF ACCOUNTS?"
306 GOSUB 260: PRINT
307 HTAB (18): INPUT "Y/N":Y$
308 IF Y$ = "Y" THEN GOSUB 270
309 HOME : GOSUB 12
310 PRINT TAB( 40 - LEN (ES$)) / 2)ES$
311 PRINT : GOSUB 14: PRINT TAB( 8)"(ENTER '0' TO RETURN)"
312 PRINT TAB( 10)"1. RANDOM INPUT:": PRINT TAB( 10)"2. SEQUENTIAL INPU
T"
313 INPUT "INPUT #:":RS
314 IF RS = 0 OR STR$(RS) = CHR$(13) THEN 326
315 IF RS = > 3 THEN GOTO 309
316 ON RS GOSUB 330,365
317 :
318 PRINT : GOSUB 12: PRINT "FORGOT SOME?"
319 INPUT "(1)INPUT:(2)REPORTS:":SR
320 IF SR = 1 THEN 309
321 IF SR = 0 OR SR = > 3 THEN GOSUB 527
322 ON SR GOSUB 330,600
324 GOSUB 527
326 RETURN
329 :
330 REM RANDOM INPUT
331 HOME : PRINT : VTAB (2): GOSUB 14
332 RI$ = "RANDOM INPUT:": PRINT TAB( 13)RI$: PRINT TAB( 11)" : "
333 PRINT TAB( 4)"(0' FOR REPORTS: (1' FOR MENU)"
334 PRINT TAB( 8)"WHAT ACCOUNT # WANTED?": INPUT WH
335 IF WH = 1 THEN GOSUB 527
337 IF WH = 0 THEN GOSUB 600
339 :
340 GOSUB 260
342 FOR J = 1 TO N
343 IF N$(J) = WH THEN GOSUB 350
345 NEXT J
347 GOTO 331
348 :
350 REM
352 GOSUB 100
354 GOSUB 115
356 GOSUB 135
358 GOSUB 140
359 GOSUB 150
360 GOSUB 165
361 GOSUB 170
362 GOSUB 16
363 RETURN
```



```

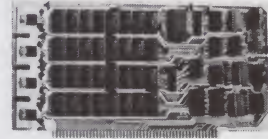
365 REM SEQUENTIAL INPUT
366 HOME
367 GOSUB 12
368 PRINT TAB( 10)"/SEQUENTIAL INPUT/"
369 GOSUB 14
370 GOSUB 260
372 FOR J = 1 TO N
374 GOSUB 100
376 GOSUB 115
378 GOSUB 135
380 GOSUB 140
382 GOSUB 150
384 GOSUB 165
386 GOSUB 170
387 PRINT "/RETURN/ TO END": GET A$: IF A$ = CHR$( 13) THEN 394
388 PRINT : NEXT J
390 GOSUB 16
392 GOSUB 600
394 RETURN
399 ::
500 REM MAIN PROGRAM
502 CLEAR : HOME
503 VTAB (8): GOSUB 11: PRINT : GOSUB 296: GOSUB 12
505 DIM OT(100), PT(100), TT(100), AO(40), DO(40), PO(40), DE(40), AP(40), DP(40)
, PP(40), DD(40)
506 DIM DV(100), EE(100), J(200)
507 DIM JE(20)
508 DIM AN(20), K(20)
509 DIM SF$(40), PH$(40), N$(40), NZ(40)
510 TT = 0: OT = 0: PT = 0
511 PRINT
512 ::
515 INPUT "MONTH, YEAR: "; M, Y
516 PRINT "AMOUNT NOW IN BUDGET=$"; PB
517 INPUT "PROJECT BUDGET LIMIT: $"; PB
519 PRINT
520 GOSUB 300
522 GOSUB 527
524 GET AN$: IF AN$ = "0" THEN END
526 ::
527 HOME : VTAB (5): GOSUB 14
528 PRINT "WHAT NOW?"
530 PRINT "0-END": PRINT "1-MORE INPUT": PRINT "2-REPORTS": PRINT "3-STAR
T OVER"
535 INPUT "#: "; NR
536 IF NR = 0 THEN GOSUB 290
537 IF NR = > 4 THEN 527
538 IF NR = 3 THEN 516
539 IF NR = 1 THEN GOSUB 330
540 IF NR = 2 THEN GOSUB 600
545 RETURN
550 ::
600 REM PRINT OUT
601 HOME : GOSUB 60
602 INPUT "WANT INDIVIDUAL REPORTS?(1)"; RI
603 IF RI < > 1 THEN 606
604 HOME : GOSUB 11: GOSUB 82
605 ::
606 PRINT : PRINT "NOW FOR REPORTS!": GOSUB 16: HOME
607 GOSUB 12: GOSUB 296
608 GOSUB 12
610 PRINT TAB( 7)"PAGE 1: SUMMARY REPORTS": PRINT
612 PRINT TAB( 5)"STARTING DATE: "M", "Y
614 PRINT TAB( 5)"BUDGET: $"; PB
616 PRINT TAB( 5)"TOTAL EXPENSES=$"; TT
617 PRINT TAB( 5)"BUDGET/EXPENSE DIFFERENCE=$"; PB - TT
618 PRINT TAB( 5)"PROJECT TIME = "; D1; " DAYS"
619 PRINT TAB( 5)"MONTHS="; M1: PRINT TAB( 5)"YEARS="; Y1
620 PRINT TAB( 5)"TOTAL OFFICE: $"; OT
622 PRINT TAB( 5)"TOTAL WORK: $"; PT
624 PRINT TAB( 5)"TOTAL # OF INPUTS: "; IN
626 GOSUB 12
628 GOSUB 16
629 ::
630 HOME
631 GOSUB 12
632 PRINT TAB( 8)"OFFICE EXPENSE REPORT": PRINT TAB( 8)".....
....."
634 PRINT
636 GOSUB 94
637 PRINT AO
638 GOSUB 95
639 PRINT DO
640 GOSUB 96
641 PRINT PO
642 GOSUB 97
643 PRINT DE: PRINT
644 PRINT TAB( 7)"YEARLY SUPPLEMENT: $"; OT / 10
646 PRINT
647 GOSUB 12
648 PRINT TAB( 6)"FUNCTION EXPENSE REPORT/"
650 PRINT TAB( 6)"....."
652 GOSUB 94
653 PRINT AP
654 GOSUB 95
655 PRINT DP

```

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✓ 207

```
656 GOSUB 96
657 PRINT PP
658 GOSUB 97
659 PRINT DD
660 PRINT
662 PRINT TAB( 7)"ONGOING COSTS=$";PT / 10
664 GOSUB 12
665 :
668 GOSUB 16
670 HOME
672 GOSUB 12
674 PRINT TAB( 11)"COMBINED REPORTS"; PRINT TAB( 11)"
676 PRINT : PRINT
678 GOSUB 94
679 PRINT A0 + AP
680 GOSUB 95
681 PRINT D0 + DP
682 PRINT
684 GOSUB 96
685 PRINT P0 + PP
687 GOSUB 97
688 PRINT DE + DD
690 PRINT
692 PRINT TAB( 7)"TOTAL ONGOING COSTS=$";TT / 10
694 :
695 GOSUB 12
696 GOSUB 76
698 GOSUB 16
699 RETURN
```

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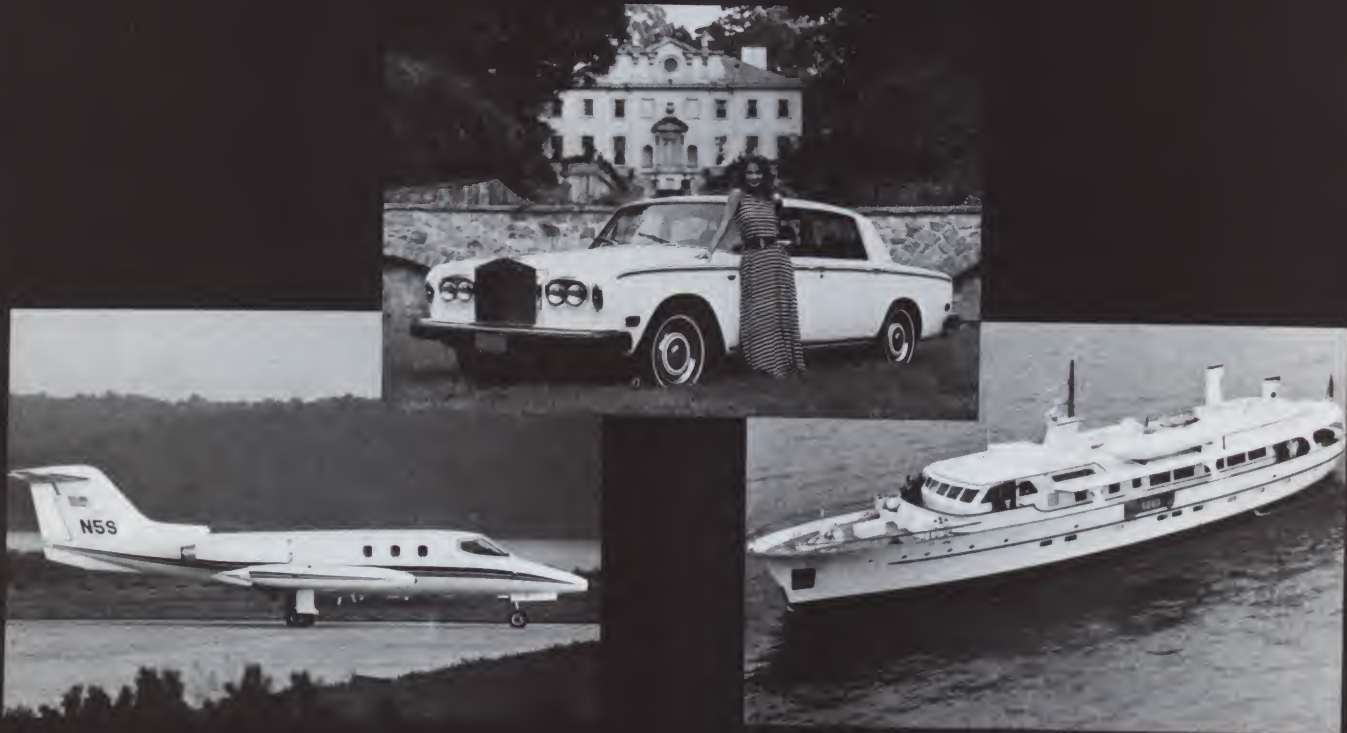
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# Advice to the Beginning Programmer

*Taking on your new Whizbang 80 step by step.*

```

10 REM CONTROL SECTION
20 REM CONTROLS PROCESSING REQUESTS
30 REM
40 PRINT 'ENTER FUNCTION TO BE PERFORMED:'
50 PRINT 'A=ADD, P=PRINT LEDGER'
60 PRINT 'C=CLOSE LEDGER, E=END'
70 INPUT T$
210 IF T$='A' GOSUB 300:IF T$='P' GOSUB 500
220 IF T$='C' GOSUB 700:IF T$='E' GOTO 800
230 GOTO 40
300 REM INPUT SECTION
310 RETURN :REM "DUMMY SECTION"
500 REM LEDGER PRINT SECTION
510 RETURN :REM "DUMMY SECTION"
700 REM CLOSE LEDGER
710 RETURN :REM "DUMMY SECTION"
800 REM EXIT ROUTINE
810 STOP

```

*Listing 1.*

**Y**our new Whizbang 80 has just arrived, and you've torn open the carton, eager to enter into the fascinating world of the computer.

If you're like most newcomers, the first thing you'll want to do is write programs. You rapidly read through the instruction manual and learn enough BASIC to begin to converse with your new machine. The natural inclination at this point is to start writing all of those super programs you've been dreaming about.

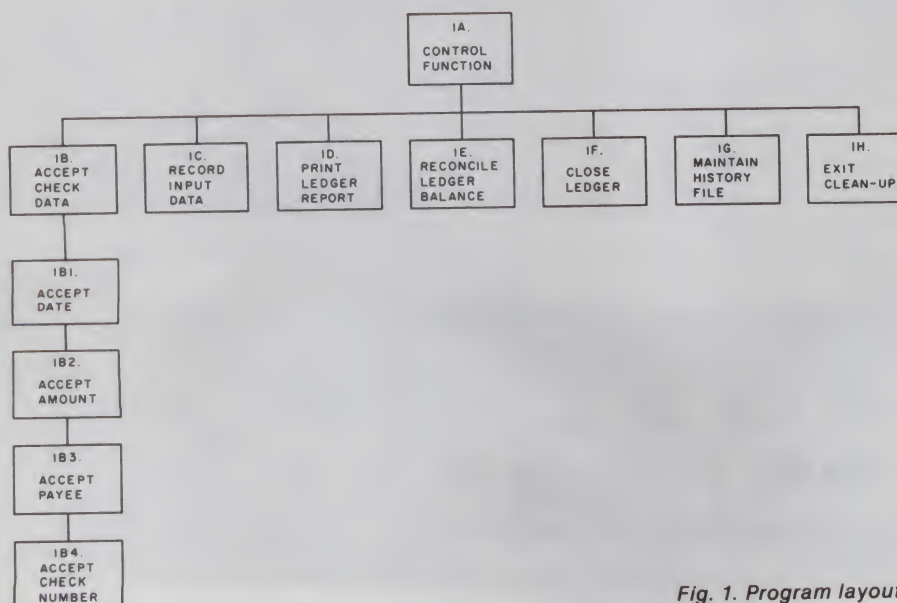
Unfortunately, this may be the worst thing you can do. If you continue to pursue such a course, you'll probably end up feeling limited in your achievements. Worse yet, you may become disenchanted with computers and leave the hobby altogether.

## Programming Prerequisites

There is more to writing effective programs than generating program code. In fact, generating code is way down the priority list for novices.

So what is important? A sound and trained thought process. You need to think conceptually about what you are trying to accomplish. A computer cannot read your mind or interpret what you really mean to say. You must be specific when telling the computer what to do, though you need not understand the inner workings of the computer. You don't even have to understand binary, octal, hexadecimal and other seemingly foreign concepts to effectively use your new computer.

Designing a program is similar to preparing for a trip. First you need a destination. Then you need a route. Finally, you need a map. By reducing a large and complicated



*Fig. 1. Program layout.*



process into a series of small, easily-achieved steps, you reduce the frustrations that come from trying to solve the whole problem at one time.

Every program should begin with a well-formed statement of exactly what the program is supposed to do. You would be surprised at how many programs are started before the author knows his own intentions. Make it a practice to always have a statement of purpose before you begin.

Next, begin to write down an explanation of exactly how the program will achieve the intended purpose. You must understand the process and be able to describe it in plain English before you can ever hope to program the computer to do it.

## Structuring Your Program

Much has been written about structured design and top down approaches. Unfortunately, these techniques often become too involved in their own internal structures and symbolism. You don't need a rigidly structured system for describing your process. I suggest an outline approach.

Begin with the global statement of purpose. For example:

I. A system to handle the entire processing of a personal checkbook and ledger.

Add more definitive breakdowns of the procedures:

- IA. Control function.
- IB. Accept check input data.
- IC. Keep record of input data.
- ID. Print ledger report on request.
- IE. Reconcile ledger and produce balance.
- IF. Close ledger at end of month.
- IG. Maintain a transaction history file.
- IH. Exit and clean-up routine.

Break down each step into smaller and more definitive steps:

- IB1. Accept date.
- IB2. Accept amount.
- IB3. Accept payee.
- IB4. Accept check number.

Break down until you feel you can go no further. Keep in mind that the substeps at each level must cover everything stated in its preceding level. For example, steps IB1 through IB4 must state everything IB is to accomplish.

You may find it helpful to graphically lay out how the major parts of the program will fit together. This provides you with quick visual overview that you can scan for any obvious missing pieces. (See Fig. 1 for example.)

Again, don't get hung up on fancy symbols. Simple rectangles will suffice.

Once this is completed, group those substeps that logically belong together and make them segments of your program.

Using the preceding example, your program might be structured as follows:

- 10. 200—Control section to handle process requests.
- 210. 250—Gosubs to various substeps.
- 300. 350—Input section.
- 400. 450—File update section.
- 500. 550—Ledger print section.

✓ Reader Service—see page 257

- 600. 650—Reconciliation and balance section.
- 700. 750—Close and update section.
- 800. 850—Clean-up and exit routine.

By structuring your program this way, you can test it in a modular fashion. Once you have the control section coded, you can put in dummy return sections for each of the subroutine sections and test the control section. A dummy return section is merely a basic return placed at the line location at which a GOSUB expects to find another processing section in the program.

By including these you can test the control section without having to complete the code for all of the other sections in the program. (See Listing 1.)

Once you have the control section work-

ing, complete the subroutine sections one at a time. Replace the dummy sections with the new code and test it. Continue this process until each section of the program is completed and tested.

By following the process described here, you will be able to complete a large and complex process in a series of smaller, easier-to-handle parts. The end program will also be easier to modify or add to.

So before you pick up that pencil and start writing programs, make sure that you know where you are going and how you are going to get there. You and your new Whizbang 80 will have a happier and hopefully longer relationship. ■

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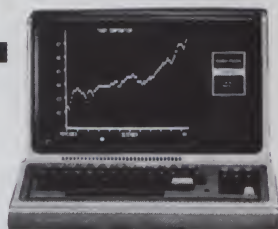
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## Assembly-Language Programming

*Learn the tenets of assembly-language programming, which, mnemonically speaking, can be more flexible than machine language or high-level languages.*

Peter A. Stark  
PO Box 209  
Mt. Kisco, NY 10549

Last month we discussed what machine language is, how it is stored in a typical microcomputer, what is meant by the instruction set of a computer and how it relates to assembly language.

This month we want to narrow down on assembly language itself. If you have access to a computer that can run BASIC programs, it will be useful if you have already entered the 6802 cross-assembler presented last time, because we'll use it as a learning tool. (If, however, you do not have access to a computer which can run it, don't despair. I'll try to make the article complete enough so that you will still get the idea.)

### Machine-Language Review

A simple demonstration program last month ran as follows:

```
1000 4F      Clear accumulator A
1001 8B 05   Add 5 to A
1003 8B 02   Add a 2 to get 7
1005 B7 2000 Store result in location 2000
1008 7E 1008 GOTO 1008
```

Each line of this program is a separate instruction. The left column is the address where the instruction is stored. The second contains all the operation codes which specify the operation to be performed. The third contains the operands which give additional information for

some instructions. Finally, at the right are some comments. These appear on well-written programs, but are not used (or even read) by the computer.

As mentioned last time, various instructions have different lengths. In the 6802, which we are specifically dealing with because it is used in the Kilobaud Klassroom Komputer, all the operation codes are exactly one byte, or two hex digits, long. In some other computers they may be two bytes long.

However, in almost all microprocessors the operands are of different lengths, depending on the type of instruction. In the above sample, we see that the first instruction has no operand and is therefore only one byte long. The next two instructions have a one-byte operand and therefore are two bytes long. Finally, the last two instructions have two-byte operands and are therefore a total of three bytes long.

### Assembly Language

In assembly language, a program is divided into the same four columns as our machine-language program above. We have columns for addresses (except that here they are called labels), operation codes, operands and comments.

The same program in assembly language might look like this:

Label	Operation Code	Operand	Comments
START	CLR A		Clear accumulator A
	ADD A #5		Add 5 to A

ADDA #2	Add 2 to A
STAA \$2000	Store result in location 2000.

HERE	JMP	HERE	Stop in a loop
------	-----	------	----------------

These are the same basic four columns. Actually, though, in the case of the 6802 the operation code column is often split into two columns to separate the letter that identifies the accumulator from the op code itself for clarity. As a result, the program may look as follows:

Label	Operation Code	Operand	Comments
START	CLR A		Clear accumulator A
	ADD A #5		Add 5 to A
	ADD A #2		Add 2 to A
	STA A \$2000		Store result in location 2000.
HERE	JMP	HERE	Stop in a loop

Let's look at these columns one by one.

### The Label Column

Assembly language differs from both machine language and even some higher-level languages like BASIC or FORTRAN by using labels to refer to instructions as well as data. The label column at the left is used to identify those lines that will somehow be referred to by other parts of the program. Thus, the middle three lines of the sample program have no labels for the simple reason that they do not need them.

It is allowable to assign labels even to lines where they are not needed. Hence the label START, even though never referred to in the rest of the program, is there so that the programmer, or anyone else, can quickly spot the beginning of the program.

In most systems there are

some fairly logical restrictions on labels. Generally, they must start with a letter, contain only letters and numbers and have a maximum length of six or so characters.

### Operation Code Column

Like the op code in machine language, the operation column in assembly language specifies the operation to be done. But instead of using the numerical op code, assembly language uses the same mnemonics that were listed in the instruction set tables shown last time. Thus, CLR A is used instead of 4F; ADD A is used instead of 8B, and so on.

In some cases, each mnemonic corresponds with exactly one op code; translation from one to the other is then simple. In others, there may be several different op codes for each mnemonic; then the choice of op code may involve some additional data as well. For instance, in the 6802 some instructions have several addressing modes. In that case, there are several machine-language op codes for each mnemonic, and the assembler makes its choice based on the exact structure of the operand.

The assembler, of course, is the program that does the actual translation from assembly language to machine language. In this translation, the assembly-language program being translated is called the source program, while the resulting machine-language program is called the object program.

To do the translation correct-



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ly, some additional information must be given to the assembler. This is done by means of pseudo-instructions or assembler directives, two names for the same thing.

Assembler directives or pseudo-instructions are slipped into the source program in the same way as real instructions, except that they use operation codes that have some specific meaning to the assembler, but do not actually get translated into machine-level instructions. For example, ADD is a real instruction code which is translated into a machine-language op code. On the other hand, END is a pseudo-op code that would also appear in the operation code columns, but would not be translated into any specific instruction. (In assembly language, the END assembler directive simply tells the assembler that it has reached the end of the program and can stop translating.)

### Operand Column

The operand column contains information that will (except in the case of assembler directives) be translated into machine-language operands.

As you can see from the above example, the operand can be either numeric or a label; in some cases, it can also be a combination of several such elements.

In most cases it is important to examine the operand column carefully, since not reading the fine print can lead to a mistake. With the 6802, the operand can be one of six types:

1. An alphanumeric label.
2. A plain number, which is assumed to be in decimal.
3. A number preceded by \$, which is always hexadecimal.
4. An alphanumeric character preceded by ', which represents the ASCII code for that character.

In addition, any of the above preceded by # implies immediate mode, and any of the above followed by ,X implies indexed mode.

Thus, the instruction ADD A #2 means that the 2 is an immediate operand.

A few examples should help clarify that.

ADD A \$0055 tells the computer to add the contents of memory location 0055 to accumulator A. ADD A \$55 means the same thing.

ADD A 55 instructs the computer to add the contents of memory location 0037 to accumulator A. Here, the 55 is assumed to be a decimal number, which translates to a hex 37.

ADD A #55 means "add the number 55 to accumulator A." This adds the equivalent of a decimal 85, because # implies the immediate mode.

ADD A #55 adds the decimal number 55, or a hexadecimal 37. Note that if we pronounce the # symbol as "the number," it makes more sense than if we keep referring to immediate mode.

ADD A \$55,X is an indexed instruction with the operand a hexadecimal 55.

### Comment Column

Not much need be said about the comments column except that it is used to add comments to a line. In that sense, it is similar to adding :REM to those BASICs that allow multistatement lines.

Most assembly languages allow remarks or comments to be placed on separate lines as well, just like the REM statement in BASIC. In 6802 assembly language, all lines which begin with \* are assumed to be remarks and are ignored by the assembler.

### Source Code Format

Now that we know something about the structure of an assembly-language program, we need to know how to feed that program to an assembler.

Up until recently, most large computer installations required that programs be submitted on punched cards. The cards were prepared on a machine called a keypunch, and specially formatted blank cards were used to hold assembly-language programs. To make the job of the assembler easier, each component of an assembly-language statement needed to be in a specific place on the card. For instance, columns 20-26 of the card might be reserved for la-



bels; columns 28-30 might be reserved for operation codes, and so on.

While this sort of arrangement is convenient for punched cards since it makes a card deck easy to read and process, in any computer where the assembly-language source program is stored in tape (either paper or magnetic) or disk, this format wastes space by requiring the storage of blank columns which do not hold any useful information.

With the advent of computers that are programmed from a terminal, this kind of format also wastes time while the typist enters extra spaces or tabs to move to the required columns. Hence, most assemblers that operate on timeshare systems, or on mini or microcomputers, allow a slightly different format.

In general, labels always start at the beginning of a line (essentially what corresponds to column 1). If a label is used, then the operation code is separated from the label by a space; if not, then the operation code begins in column 2. Everything else then follows, separated from the previous column by a space. This compresses the program and makes it take up less room, but it also makes the program harder to read and decode. For instance, our sample program now looks like this:

```
START CLR A Clear accumulator A
ADD A #5 Add 5 to A
ADD A #2 Add 2 to A
STA A $2000 Store result in location 2000.
HERE JMP HERE Stop in a loop
```

Although the actual source program may look like this when it is entered into the computer, the assembler separates out the various columns without too much trouble. Moreover, if a printout is requested from the assembler, then the printed listing will be properly formatted into columns as in the original examples.

#### The 6802 Cross-Assembler

We will shortly use the 6802 cross-assembler from the last installment to assemble a few short 6802 programs. But we should first look at a few of its features and limitations.

In order to keep the cross-assembler simple and to speed up

processing of the source program, I have added one constraint to the source code format: The various columns in the source code must be separated by commas. This makes it easy for BASIC to read each entry into a different string variable and process it.

Thus, the above program would have to be entered like this:

```
START,CLR A,,Clear accumulator A
,ADD A,#5, Add 5 to A
,ADD A,#2, Add 2 to A
,STA A,$2000,Store result in location 2000.
HERE,JMP,HERE,Stop in a loop
```

Note how each line has exactly three commas separating the four columns. If an entry is missing, then the comma is preceded by a blank. Thus, the double comma in the first line means there is no operand; the next two lines begin with commas because there is no label.

The 6802 cross-assembler program has been tested on several BASICs, including the Microsoft Level II BASIC on a TRS-80. Some BASICs, however, do not like or consider null strings to be the same as a string containing one space, whereas it should be empty. If in doubt, try the following one-line program:

```
10 IF "" <> "" THEN PRINT "OK"
```

Note the space between the first quotes, but not the second. If this program prints the word OK, then the cross-assembler should run OK. If not, then it may be necessary to replace every occurrence of the null string "" in the program by ".", and enter a . instead of the null string during input.

For instructional purposes, this cross-assembler takes all input from the keyboard (using the input statement in line 270) and outputs back to the screen or terminal (using all the statements which read PRINT #P4, ...). Thus we can immediately see it work, line by line.

All machine-language code is printed by line 2880. If you want to use the assembler on a disk or tape system, it may later be convenient to change line 270 so it reads the source code from a disk or tape file, and add another PRINT just after line 2880 to write the object code back to a disk or tape file.

This program was written on a

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BASIC system which allows output to be steered to an alternate port by specifying a different port number in the print statement. Hence all print #P4 statements print on port 1 in this system (since P4 is set to 1 at line 210). If your system does not allow this option, you may want to delete all references to P4 and substitute an allowable form. For example, on a TRS-80 these print statements could be

the program. The common way of specifying this is via an ORG assembler directive like this:

```
.ORG,$1000,Origin
```

As soon as we end the line with a return, the assembler returns with

```
(1000)          ORG $1000 Origin
It has parsed the line (separated the parts) and printed it in a more readable format.
```

The ORG assembler directive tells the assembler that all fol-

has printed are shown in Sample run 1.

We see here that the assembler has greatly simplified the writing of this program for us. Once we specify where the program is to start, by means of the ORG statement, we no longer have to worry about memory assignment. The assembler keeps track of instruction lengths and assigns the correct number of bytes to each instruction.

It also takes care of converting the mnemonic codes for each operation code to the hexadecimal equivalent. And finally, by assigning labels we are even freed of the drudgery of keeping track of what is where. The assembler keeps its own internal tables which tell it that location HERE is the same as 1008.

The latter is very important. As you may well know by now, few programs ever run correctly

effect on the resulting object program. For instance, our assembler permits the following:

END tells the assembler to stop assembling. (Unlike an END in BASIC, here the END means nothing to the final program. It is strictly a notice to the assembler to stop translating.)

NOL tells the assembler to accept source code as input, but not to print the resulting object code (unless there is an error). This is often used to avoid long printouts of programs with many errors; specifying a NOLIST makes it print only lines which have errors.

LIS reverses the effect of NOL and lists the program.

Other directives have a roundabout effect on the program in that they affect what happens later:

ORG specifies the origin or first address used by the program. If desired, following portions of the programs can be placed at different locations by issuing a new ORG directive.

EQU is used to equate a label to a number or address for later use without doing anything right now. For example, the statement NAME EQU \$0100 makes the assembler substitute the hexadecimal value 0100 every time the word NAME appears in the program.

The third type of assembler directive is used to define data or variable areas for the program, in the same way DIM or DATA statements function in BASIC.

RMB stands for reserve memory bytes, and is the closest to BASIC's DIM statement. Using RMB, we can reserve one or more memory locations for later use as data or variable storage. A typical RMB statement might be

```
NAME RMB 10
```

which would instruct the assembler to set aside the next ten locations in memory for future use and assign the first location the name NAME.

In some ways this is similar to BASIC's DIM NAME(10), except that in assembly language only the first location reserved is assigned the name, while the others have no name. They can, nevertheless, be accessed

```
? START,CLR A,,Clear accumulator A
1000 4F      START CLR A      Clear accumulator A
? ,ADD A,#5,Add 5 to A
1001 8B 05      ADD A #5      Add 5 to A
? ,ADD A,#2,Add 2 to A
1003 8B 02      ADD A #2      Add 2 to A
? ,STA A,$2000,Store in 2000.
1005 B7 2000     STA A $2000 Store in 2000
? HERE,JMP,HERE,Stop in a loop
1008 7E 1008 HERE JMP HERE Stop in a loop
? ,END
END
```

Listing 1.

changed to LPRINT to steer output to a printer.

The BASIC on which the following samples were run also fills in missing strings with nulls. That is, if an input statement reads

```
100 INPUT A$,B$
```

then inputting just a single string for A\$ makes B\$ null.

If you have any problems implementing the assembler on your BASIC system, send me a self-addressed stamped envelope for a sheet of additional hints.

### Assembling a Simple Program

Let us now use the 6802 cross-assembler to enter and assemble a simple assembly-language program. We enter the program and type RUN. After an initialization, the assembler returns with the prompt ?, and we are ready to start typing in the first statement.

Although in more sophisticated systems it is possible to write programs in a so-called relocatable format (where we do not have to specify to the computer where in memory the program is to be put), in most micro-computer systems we must specify a starting location for

lowing code is to be placed in memory starting at location 1000. (The \$ signifies that a hexadecimal address is being used.) This assembler places the number 1000 in parentheses to signal that this is assembler internal data, and not really part of the machine-language program.

Let us now enter the preceding program to add two numbers. Each new statement is entered after BASIC prompts us with a ? (see Listing 1).

The resulting display is a bit hard to read because it consists of two parts, interleaved line by line. These are the lines we entered.

```
? ,ORG,$1000,Origin
? START,CLR A,,Clear accumulator A
? ,ADD A,#5,Add 5 to A
? ,ADD A,#2,Add 2 to A
? ,STA A,$2000,Store in 2000.
? HERE,JMP,HERE,Stop in a loop
? ,END
```

The lines which the assembler

```
(1000)          ORG $1000 Origin
1000 4F      START CLR A      Clear accumulator A
1001 8B 05      ADD A #5      Add 5 to A
1003 8B 02      ADD A #2      Add 2 to A
1005 B7 2000     STA A $2000 Store in 2000
1008 7E 1008 HERE JMP HERE Stop in a loop
END
```

Sample run 1.

the first time. It is often necessary to add or delete a few statements in the middle of a program. If the program were written in machine language, then each time we added or removed a statement we would have to completely reassign all the addresses from then on.

But in assembly language, adding or removing a line makes no more work for us. For example, if we added an extra line into the program, the assembler would simply move HERE from 1008 to 1009 or where needed.

### Assembler Directives

We have so far seen two assembler directives (pseudo-ops) —ORG and END. Any good assembler, though, has a good many more than that.

Some of the directives provide only information to the assembler and have absolutely no



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(1000)	ORG	\$1000
1000 B6 .... START	LDA NUM1	Load first number
1003 BB ....	ADD NUM2	Add the second number
1006 B7 ....	STA ANSWER	Store the result
1009 7E 1009 HERE	JMP HERE	Loop to stop
1000 B6 100C		
100C 05 NUM1	FCB 5	First number
1003 BB 100D		
100D 02 NUM2	FCB 2	Second number
(2000)	ORG	\$2000
1006 B7 2000		
(2000)	ANSWER RMB 1	Space for answer
	END	

Listing 2. One-pass assembler.

either through indexed addressing or by specifying their address.

FCB means form constant byte and sets aside one location for one byte. RMB 1 does that too, but FCB has the further function of initializing that byte to some value. For example,

```
NUMBER FCB 5
sets aside one location, gives it
the name NUMBER and puts the
byte 05 into it.
NUMBER FCB $4E
would initialize that location to a
hexadecimal 4E.
NUMBER FCB 'A'
would put into that location the
ASCII code for an A, which is
hexadecimal 41.
```

FDB, form double byte, is similar to FCB, except that it sets aside two adjacent locations. FDB statements are often used to define locations which hold addresses. For example, the statement

```
LOC FDB $1234
```

would set aside two locations, give the first the name LOC and put the hexadecimal number 1234 into them. (A 12 would go into the lower-number location, and 34 into the higher-numbered one.)

FCC, form constant character, is used to reserve an entire block of locations and initialize them with a string. For example, QUEST FCC "WHAT NOW, SIRE?" sets aside 16 locations (for that is the length of the string), gives the first location the label QUEST and initializes the 16 locations to contain the string WHAT NOW, SIRE? The quotes before and after the string are called delimiters and are not considered part of the string. (The delimiter need not be quotes; any character not ap-

pearing in the string itself can be used.)

We thus have four assembler directives which are used to insert data, or space for variables, into a program. We must, however, be careful not to position the data so that the program tries to execute it as instructions. The data should be either before the program, after it, or in the program but preceded by GOTO (JMP or BRA in assembly language) statements, which sidetrack the program and send it elsewhere before it can accidentally step into data.

### Assembly Passes

Let's try another variation of the program to add two numbers. This time we will use assembly language with separate data areas for the numbers as well as the answer. Using your cross-assembler, enter the following program:

```
,ORG,$1000
START,LDA A,NUM1,Load first number
,ADD A,NUM2,Add the second number
,STA A,ANSWER,Store the result
HERE,JMP,HERE,Loop to stop
NUM1,FCB,5,First number
NUM2,FCB,2,Second number
,ORG,$2000
ANSWER,RMB,1,Space for answer
,END
```

Listing 2 shows the assembly printout from our cross-assembler, while Listing 3 shows the printout for the same program, but assembled by a different assembler. Aside from the slightly different formatting and spacing, there is one major difference between the two. In Listing 3 the first instruction is printed as

```
1000 B6 100C
```

whereas in Listing 2 it appears as

```
1000 B6 ....
```

The first is obviously correct, so why do the periods appear in



(1000)	ORG	\$1000	
1000 B6 100C START	LDA A	NUM1	Load first number
1003 BB 100D	ADD A	NUM2	Add the second number
1006 B7 2000	STA A	ANSWER	Store the result
1009 7E 1009	HERE	HERE	Loop to stop
100C 05	NUM1	FCB	5
100D 02	NUM2	FCB	2
(2000)	ORG	\$2000	
2000	ANSWER	RMB	1
	END		Space for answer

**SYMBOL TABLE:**

ANSWER	2000	HERE	1009	NUM1	100C	NUM1	100D
START	1000						

*Listing 3. Two-pass assembler.*

#### Listing 2?

The answer is that our 6802 cross-assembler is a one-pass assembler. It receives the source code from the keyboard just once, and immediately outputs the object code. When it processes the first line

START LDA A NUM1

it does not yet know when and where NUM1 will in fact be. That is, this statement uses a label in the operand which has not yet been defined. Hence it does not yet know what address to use for it. The best it can do is leave the address blank. So it substitutes four periods to let us know that something is missing.

Note, though, that just four lines below is the correct output

1000 B6 100C.

Although the assembler doesn't know what to do with the undefined label, it remembers it, and later, when NUM1 is finally defined, it puts in the correct instruction. In Listing 2 this happens three times—once for each of the first three lines. (Had NUM1 been defined before it was used, this would not have happened.)

But why did the assembler used for Listing 3 not have this problem? Simple. Listing 3 was assembled on a disk-based assembler, which kept the source code on disk rather than accepting it from a keyboard. Although it is not apparent to the user, this assembler reads the source code from the disk twice—once to search through for all the labels and make a label table, which lists each label with its correct address, and the second time to do the final assembly and print out the object code. Such an assembler is called a

two-pass assembler, since it makes two passes through the source code. Most assemblers are two-pass; our 6802 assembler is not, because it would get rather tiring to have to type in the source code twice.

A two-pass assembler need not necessarily use a disk. If the source program is stored on disk or cassette, it can obviously be read twice. If the source program is small enough, and computer memory is large enough, then the source code can be stored in memory and read twice from there.

By the way, Listing 3 also shows an optional printout available from some assemblers. At the bottom we see a symbol table, which lists all the labels in alphabetic order and their addresses. This is often very useful for later debugging a program. To keep the program short, our 6802 cross-assembler does not offer this feature, although it could easily be added.

#### The Stack

Machine and assembly language have instructions similar to BASIC's GOSUB and RETURN. The GOSUB is called JSR (jump to subroutine) or BSR (branch to subroutine), whereas the return is now called RTS (return from subroutine). (The difference between JSR and BSR is that they use slightly different addressing modes, and BSR can only go to subroutines that are in nearby memory locations, whereas JSR can go to subroutines located anywhere in memory.)

As in BASIC, each time the program goes to a subroutine, the computer must keep track of

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where it came from so it can return back to that place.

If a main program calls subroutine A, and this subroutine in turn goes to subroutine B, then the returns must be done in reverse order—the computer must return from B to A, and then from A to the main program. Since it is possible that a program might go through several subroutine calls before it starts to return, all of the returns must be properly handled in reverse order.

In both BASIC as well as machine language, each time the program goes into a subroutine, the line number or address of the next instruction after the GOSUB is stored in an area called the stack. As the subroutine returns, this line number or address is then read back from the stack. Since the return address put into the stack last must be read first, the stack is said to be a LIFO, or last-in-first-out, stack.

In some older microprocessors the stack was a group of registers directly inside the processor. This turned out to be an inefficient design for two reasons. First, it used up valuable space in the processor that could be used for more important circuitry. Second, no matter how many locations were set aside for the stack, a program that needed more always came along at some point.

Thus, the newer processors put the stack into memory. This leaves the programmer the option of setting aside as much memory for the stack as he wants. The processor then contains a single register called the stack pointer, which always points to the next empty location of the stack.

It is common to use the high end of RAM in a 6802 system for the stack. If, for example, the computer has RAM from location 2000 to 2FFF, then the area just under 2FFF would be used for the stack. Since the stack fills from the top down, the stack pointer would normally be set to point to 2FFF when the computer is first started with an LDS #2FFF instruction. This is an immediate mode instruction which loads the stack pointer with the

hexadecimal (\$) number (#) 2FFF.

Each time a jump or branch to a subroutine instruction is performed, the processor automatically puts the address of the next instruction after the jump or branch on the stack. Since each memory location is just eight bits, whereas the return address takes 16 bits, the address takes up two memory locations. As soon as it is placed into the stack, the stack pointer register is automatically decremented by two so that it again points to an empty location just below the two that were just filled.

On a return statement, the opposite happens—the two-byte return address is taken back off the stack, and the stack pointer is incremented by two.

The stack is needed for subroutine calls, but in many processors it is also usable for other things. It is also used when interrupts occur—when an interrupt arrives and is recognized by the computer, all the processor registers get placed in the stack. In the case of the 6802, this involves seven bytes, and so the stack pointer is decremented by seven. This saves the complete status of the processor, so that it can go off and execute an interrupt service subroutine, yet return to the main program and reset all registers so it can pick up wherever it had finished.

Another common use of the stack is for temporary storage of data. For example, the 6802 has a pair of PSH (push) and PUL (pull) instructions which are used to temporarily save the contents of either accumulator on the stack. (In other computers they may be called PUSH and POP.) The push and pull instructions are more efficient than using some other memory location for storage, since they use only one byte of program code instead of the two or three which might otherwise be required.

#### Condition Codes

Every computer needs the ability to make decisions based on some event. In BASIC this is handled by the IF statement; in

machine and assembly language it is generally handled by a series of conditional jump or branch instructions.

BASIC's IF has several forms. The simplest is the form IF...GOTO..., which causes a conditional GOTO to some other statement if a certain condition is satisfied. This form is generally implemented in machine and assembly language; the more complex

IF...THEN do something

is not present in these lower-level languages.

The difference is that BASIC's IF combines two things into one

how long will it remember? If we stuck in one more line between the SUB and the BEQ, would the computer still remember what happened in the SUB?

Every processor maintains a group of flip-flops or other storage elements which remember certain events from one instruction to the next. In the 6802 there are six of these, and together they are grouped into the condition code register. This six-bit register can be manipulated by several specific instructions, but this is seldom done. Most often, the contents of this register are used to decide whether con-

(0100)		ORG	\$0100	
0100 4F	START	CLR A		Start with Acc. A zero
0101 C6 0C		LDA B #12		Set B equal to decimal 12
0103 8B 07	LOOP	ADD A #7		Add 7 to A
0105 5A		DEC B		Decrement B by 1
0106 26 FB		BNE LOOP		Repeat as long as B<>0
0108 B7 010E		STA A ANSWER		Finally store answer
010B 7E 010B	HERE	JMP HERE		And loop to stop
010E	ANSWER	RMB 1		Reserved for answer
		END		

Listing 4.

statement, whereas in machine and assembly language they are split. BASIC first does the comparison called for between the words IF and GOTO and makes a note whether the test being made was true or false. Then, as the second part, it does the GOTO if the test result was true. BASIC's IF does both of these in one statement.

In machine or assembly language, the comparison or test must be performed separately from the GOTO. For example, the BASIC statement

IF X - Y = 0 GOTO 100

could be coded in assembly language as

```
LDA A X      Load value of X
SUB A Y      Subtract value of Y
BEQ $0100    If result is zero go to 0100
```

This makes sense when we realize that machine or assembly-language instructions are of necessity shorter than BASIC statements, and therefore cannot present as much information to the computer on one line.

The question then comes up—how does the processor remember whether the result of the calculation in the second line was zero or not? Better yet,

conditional branches are done or not.

The six bits are called the HINZVC bits. Each of the letters stands for something:

H—Half-carry bit. In certain operations, a carry from the right half of a byte into the left half sets this bit, which is used mostly in decimal arithmetic, where each half of a byte represents one decimal digit.

I—Interrupt mask bit. If this bit is a 1, IRQ interrupts are masked—prevented from interrupting the program.

N—Negative bit. When the result of an operation is negative, this bit is a 1.

Z—Zero bit. When the result of an operation is zero, this bit is a 1.

V—Overflow bit. Whenever an operation results in a carry from the seventh bit in a byte into the leftmost byte, this bit is a 1. This bit is used most often in two's complement calculations.

C—Carry bit. This bit holds the carry bit in operations where an answer requires more than the eight bits of a byte. That occurs when the sum of two num-



bers is greater than eight bits, or when a larger number is subtracted from a smaller number.

If we wanted to know which instructions affect which condition code bit, we need only look at Table 1 of last month's installment. The right side of that table specifies for each instruction whether the corresponding HINZVC bit is affected (marked with an up-down arrow) or not affected (marked with a black circle).

Likewise, Table 3 tells us which conditional branch instructions test which condition code bit.

In practice, though, we need not usually be that precise. The two most common conditional branch instructions are BEQ and BNE. In simple language, these instructions mean what they say:

BEQ—Branch somewhere if the result of the previous operation was equal to zero.

BNE—Branch if the result of the previous operation was not zero.

Next most common are the BCC and BCS instructions—branch if carry clear and branch if carry set. They are most often used after a subtraction to compare two numbers, and the simplest way to remember them is that the carry is set if the computer subtracted a larger number from a smaller one—in other words, if the answer was negative.

#### A Final Example

To get a bit more experience using the assembler before we go on next time, experiment with Listing 4 using the assembler. Try making a few obvious errors and see how the assembler treats them.

The program is a novice's attempt at multiplying 7 times 12. It does it by clearing accumulator A, and then adding seven to it 12 times. Accumulator B is used as the counter to count to 12; actually, it counts backwards from 12 to zero and stops when zero is reached.

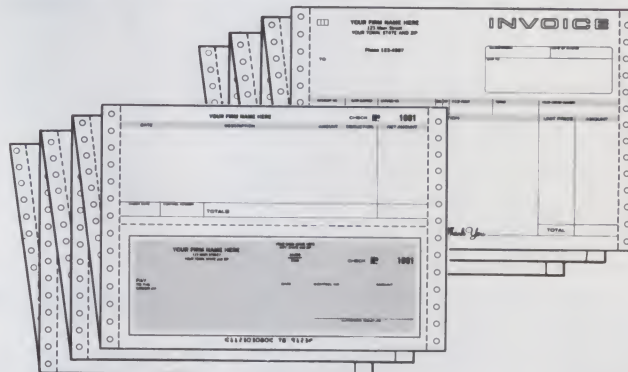
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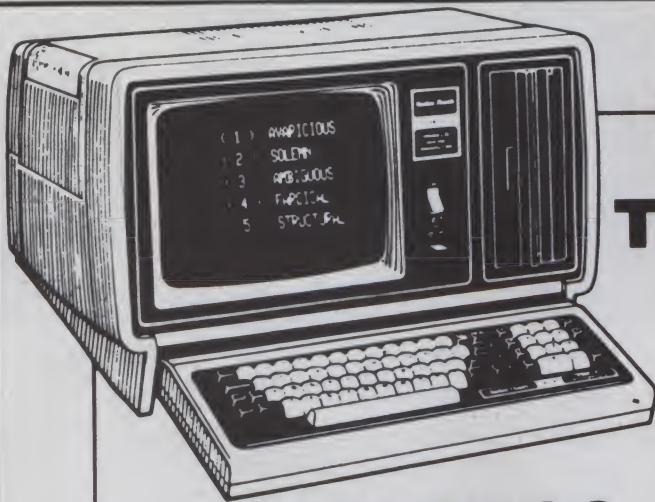


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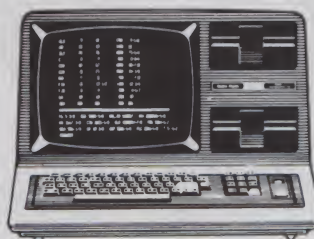
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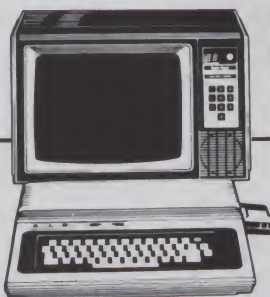
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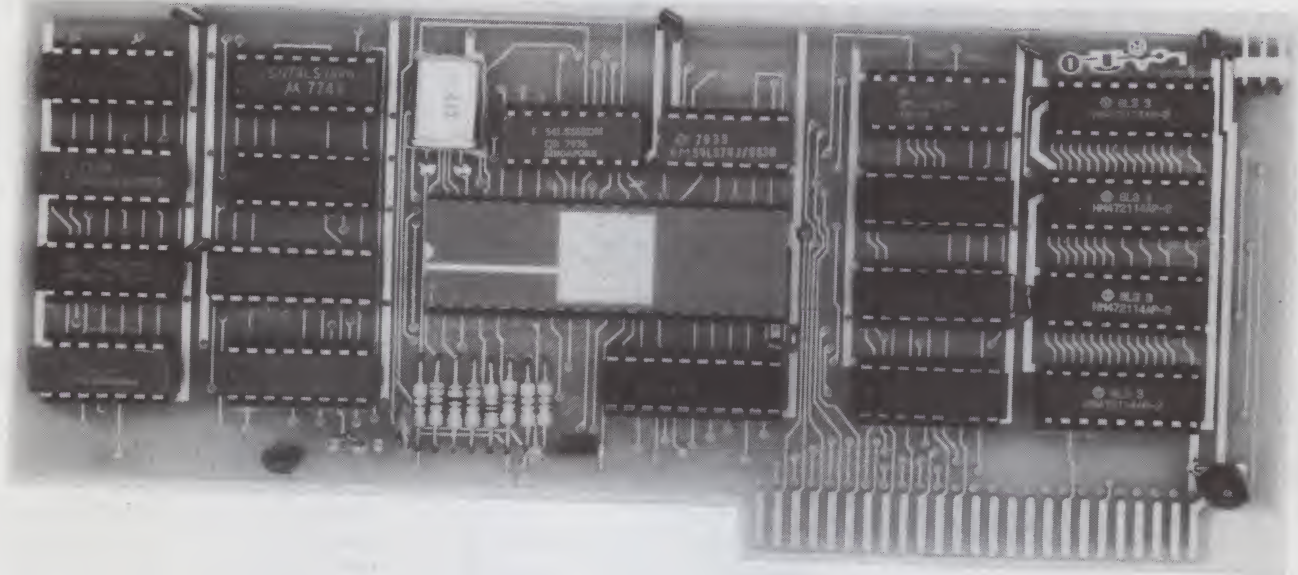


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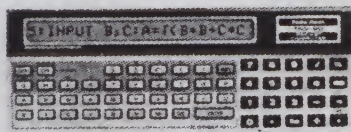
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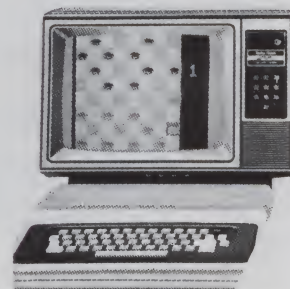


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The Ohio Scientific Instruments Challenger IIP is an excellent introduction to micro-computing. It has a keyboard, cassette support system, video output system, 4K of low power RAM, an excellent 8K BASIC in ROM by Microsoft and a fast 6502. My favorite characteristic is that you can put it under your arm and walk away with a free hand. It fits the bill as a portable micro to take to work with me. Why wait for the IBM system to become available for small programs when you can have a Challenger right on the desk?

## As Easy Hard-Copy Modification

This idea carried me through my first six months of working with the micro. Then the day came when I had put in a program to do an alphanumeric sort, and I realized that I did not have any way to print the thing. Hard copy could not be had with the unit as delivered from my source.

I put in a call to Johnson Computer, my source, in Medina OH. After much discussion with Phil and Kevin Johnson we came to the conclusion that the best way to get a high- and low-going signal out to the world would be the cassette system already installed. Into the OSI

documentation I went.

I am using the OSI 440B "super I/O board." This board latches the data out of the micro into a 6011-type UART, which then drives a 555 and 7490 divider chain to derive a Kansas City Standard audio-cassette tone.

It occurred to me that the UART was clocked with the 555, so if I simply slowed down the 555 with a resistor I could get the speed down to the 110 baud necessary for a dot-matrix printer. The software resident in the OSI 65 V PROM monitor would take care of getting the data to the UART and the resistor would slow it down... but now to get it out.

Back into the schematics I went. I noticed that in the serial, non-video systems OSI supplies they drive the printer with two chips. I decided to give it a try.

Serial data coming from the UART's transmit serial output pin (TS0), pin 25, was run through a single section of 7404 and a single section of 7417 to handle the current sinking, and the output of the 7417 showed data at the correct level. And the best thing was the cost—about \$0.55! I wisely decided that 55 cents was not a lot to spend for a serial port and went about taking the wiring off the breadboard and transferring it to the 440 board.

## Construction Notes

First, mount two 14-pin sockets fairly close to each other.

Wire 5 V dc to both sockets at pin 14, with ground at pin 7. Run a wire from pin 25 of the 6011 socket to the input pin on any of the 7404 inverters. Take its corresponding output and wire it to the 7417. Bring the corresponding output of the 7417 to either the auxiliary output connector on the board or to a DB25-type socket that will mount on the back of the Challenger IIP.

If you have any other OSI model, just wire the output of the 7417 to any convenient connector. You must also run a wire from the +5 V dc supply through a resistor of about 220 Ohms to the other side of the connector. These two wires will form the pair that will be connected to a hard-copy device. I

suggest checking to see that the current in the loop is 20 mA. If not, just adjust the 220 Ohm resistor to get a value of 20 mA.

## Speed Conversions

I had serial pulses out at 20 mA, but what about speed? The cassette clock (the aforementioned 555) ran at the necessary 16 times the 300 baud rate for the audio cassette. A check with a borrowed frequency counter showed that, sure enough, at pin 3 of the 555 the frequency was 4800 Hz. I had to lower it to the right frequency, 1760 Hz for 110 baud.

According to the schematic, the pin 7 connection went to VCC through, first, a 10k pot and then a fixed 1k Ohm resistor. At the junction of these two

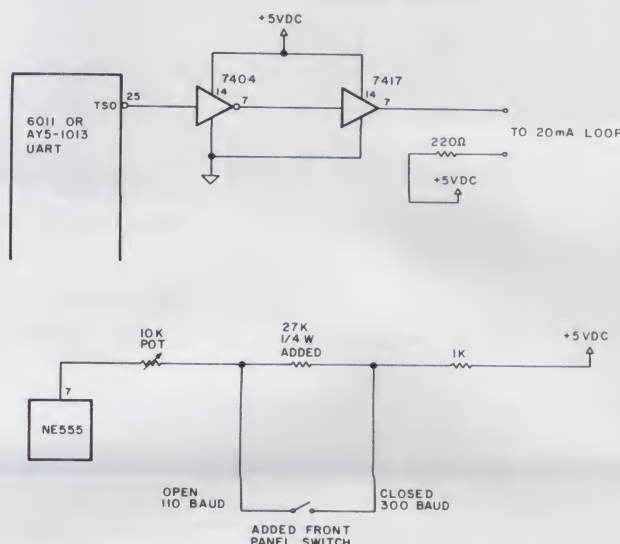
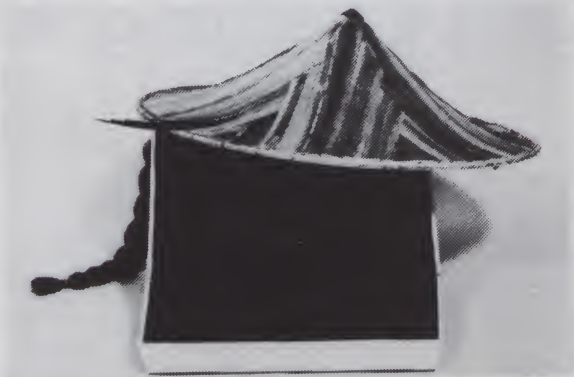


Fig. 1. Hard-copy circuitry.



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components I unsoldered the 1k Ohm resistor and lifted it off the board. I then soldered a wire from its former land on the board to one side of a 27k Ohm 1/2 Watt resistor.

A check with the counter showed that this caused the 555 to run at 1763 Hz. Don't worry about the 3Hz difference. So far so good... but I did not forget my original requirement for both hard copy and a cassette system. The simple answer was an SPST switch that shorted the resistor to give 300 baud and in the open position would allow the system to run at 110 baud.

A drill and 5 minutes' work finished this chore, and I had a mini toggle switch located on the far right of the front panel above the keyboard. Proper labeling was added with a Dymo, and I had my hard copy/cassette system. Total cost was \$2.25... still a bargain as serial ports go.

After all of this exertion I timidly hooked up a 33 KSR and was happy to see that it did in-

deed provide the necessary hard copy when the CSAVE was inserted. I have found that I am adding it to more and more programs as a way of doing necessary program calculations. Then, if all is well with the program and answer, typing CSAVE causes it to come out as hard copy... or flip the switch and enter or print to cassettes. I should also add that this has been an invaluable help in debugging.

## Final Notes

This system is not unique. The idea for the circuitry came from OSI; the added components came from the junk box. If you want to add such hard-copy circuitry to any machine, just take the TS0 of your UART and buffer it with a 7404 and add the 7414 to handle the current. Slow down the UART's clock and you are ready to go. As you can see from Fig. 1, it is no genius circuit, just some good adaption. If you have been looking for such a method, give this a try. ■

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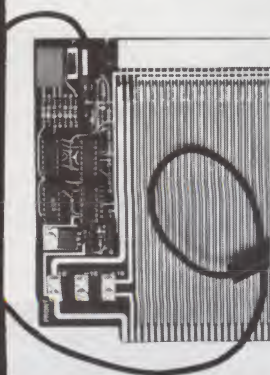
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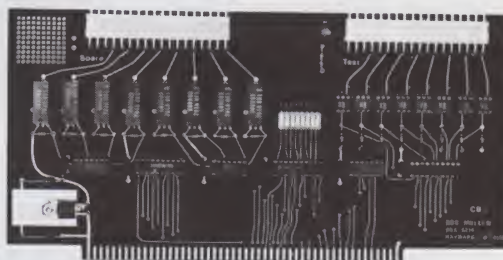


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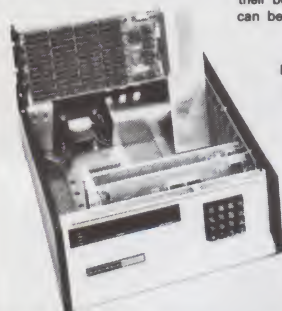
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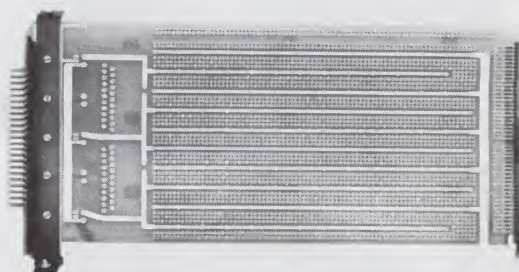
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# The Sinclair ZX-80 Microcomputer

*It's for real.*

Stanley J. Wszola  
Manager, Documentation Department  
Instant Software, Inc.  
Peterborough, NH 03458

When I first saw the ZX-80, I said, "This is a computer?" It looked far less impressive than most of the hand-held electronic games—it weighed only 12 ounces, and was just slightly larger than pocket-size

at  $6\frac{1}{2} \times 8\frac{1}{2} \times 1\frac{1}{2}$  inches.

The computer comes with a 128-page instruction and BASIC programming manual, cables for loading and saving your programs with a cassette recorder, a "mains adapter" (a 9 V dc power supply) and a switching adapter and cable for connecting the computer to a television set (channel 2).

When I opened the case, I saw the built-in rf modulator. There is no direct video output. The display is 32 characters by 24 lines (black on a white background—a nice

touch). The picture on a standard black and white television is only fair, comparable to the OSI Superboard. The inside of the case is sprayed with metallic paint to cut down on rf interference.

The keyboard is the touch-sensitive, plastic overlay type. Most of the keys have triple functions.

The entire computer comprises only a handful of chips. There are, of course, your standard Z-80A, the input and output buffers, 1K of RAM and one ROM chip that includes the character generator, the monitor and a 4K Integer BASIC. Considering the functions that this computer must perform, the Sinclair people have done a good designing and packaging job. I am impressed.

Because the design is so simple, the poor little Z-80A chip has a lot of work to do. This becomes apparent whenever you type in a program. The screen will flicker whenever there is input from the keyboard or output from the computer. Initially this was annoying, but after using the computer I watched for the flicker as an indication that my input was entered correctly.

Back in 1964, when Dartmouth BASIC was only a gleam in the eye of John Kemeny, little did he know that it would still be used 16 years later. Of course, it's not exactly the same—the ZX-80 doesn't have matrix instructions or other embellishments (see Table 1). But there are other commands, such as PEEK, POKE, USR, RAND (a pseudo-random number generator) and EDIT (an easy-to-use program editing function), that make this micro a powerful handful.

Most of the commands are entered with a single keystroke by using the shift key. This saves a lot of time when you are trying to type on the tiny little keyboard. (I haven't been so annoyed with a keyboard since I had to work with the old PETs.)

The selection of BASIC commands is more than sufficient, if you have only 1 or 2K to work with. But, the designers have a trick up their collective sleeve. The commands



*The ZX-80.*



that are entered with a single keystroke each take up only one byte of memory space. You can squeeze a lot of programming into the available memory.

I have been assured by those who know that you can do machine-language programming by using the PEEK, POKE and USR commands. I didn't try because I do most of my work with FORTRAN and BASIC. (I start playing Bach fugues in my head when the talk turns to memory locations and hex code.) An experienced machine-language programmer, familiar with the Z-80 chip, could have an interesting time with this computer.

Because the BASIC is so simple, the Sinclair people have slipped another goodie into their computer. As you write a program, the computer will examine each line for syntax errors and change the cursor to an S when it finds one. The computer will not accept a line with an error in it. And, when the output of a program is displayed on the screen, you might see an error code, telling you what, if anything, went wrong with your program. (Watch that syntax, or Mama ZX-80 will lay an error code upside your CRT.) These features make writing and debugging a program easy even for a beginner.

The instruction book that comes with the

#### Single key BASIC commands:

NOT	AND	THEN	TO	HOME	RUBOUT
NEW	LOAD	SAVE	RUN	CONT	REM
IF	INPUT	PRINT	LIST	STOP	DIM
FOR	GOTO	POKE	RAND	LET	EDIT
CLEAR	CLS	GOSUB	RET	NEXT	

#### User entered BASIC commands:

CHR\$	STR\$	TL\$	PEEK	CODE	RND
USR	ABS				

Table 1.

ZX-80 is first-rate. The instructions assume that you are a rank beginner and take you from the initial power-up of the computer all the way to writing your own programs. Individual chapters explain the function of various commands and the logic behind them. There are many sample programs for you to enter and run. The instructions encourage you to experiment with the programs.

A colleague remarked that if you wanted to learn BASIC, it would be cheaper to buy the ZX-80 than it would to take a college course. Not only would you have access to the computer whenever you wanted it, but you could keep it or sell it when you finished.

The Sinclair ZX-80 lists for \$199.95. (I've

also seen advertisements for the MicroAce computer, which bears a striking resemblance to the ZX-80, for \$149.00 in kit form.) Sinclair plans to release an 8K floating-point BASIC and a 16K memory expansion (the ZX-80 has an expansion connector at the rear of the case). There is also a new publication devoted to the ZX-80 called *Syntax ZX80*.

#### Conclusions

The ZX-80 is a real computer and an excellent value, but only if you are new to microcomputers or an experienced programmer. The beginner can take full advantage of the instruction manual and only an experienced Z-80 programmer can get the most from so simple a microcomputer. ■

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8212C	Two SA801 in cabinet w/power
5212	Two SA851 in cabinet
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### TRS80

MODEL NO.	DESCRIPTION	MODEL NO.	DESCRIPTION
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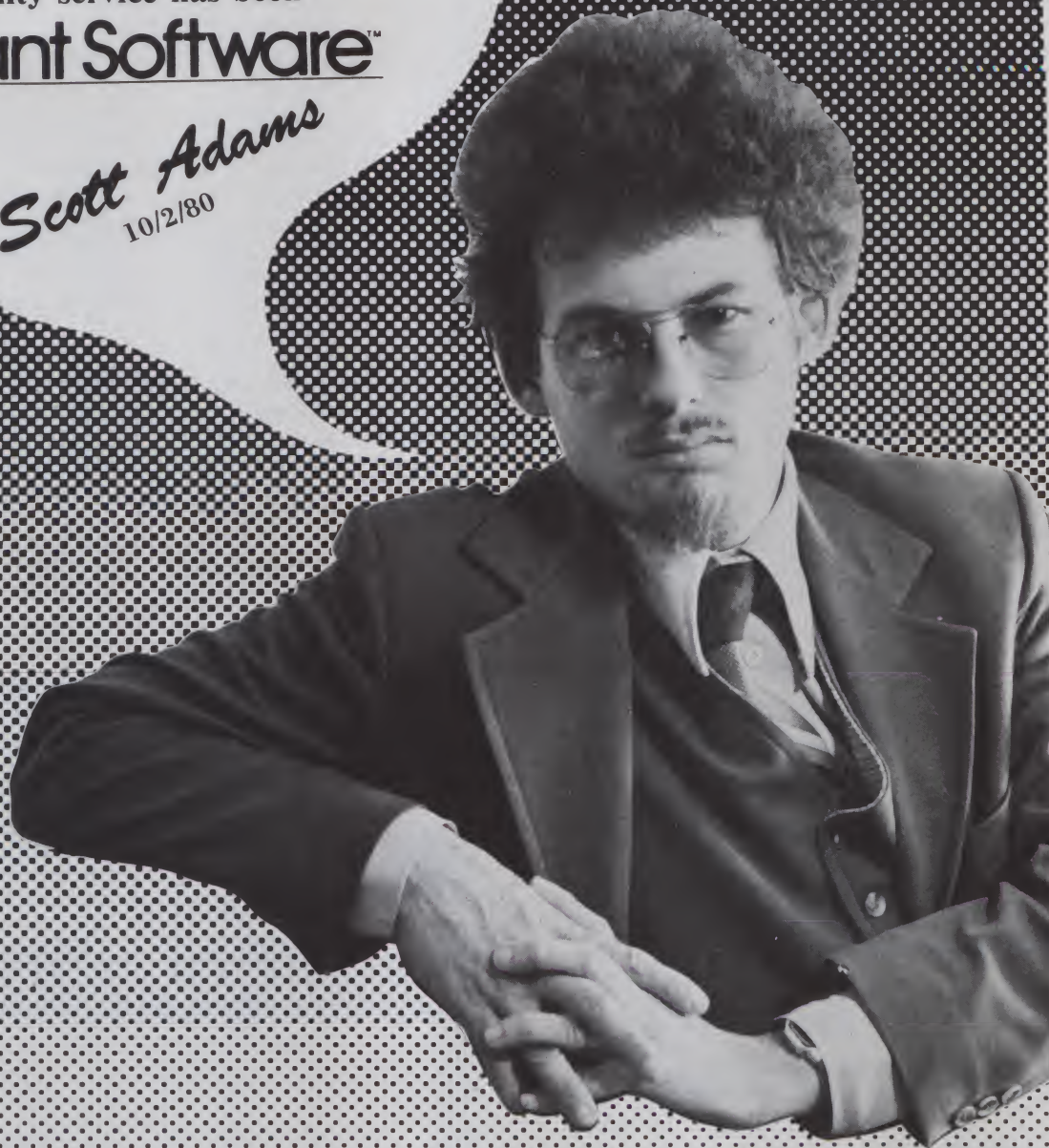
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# Ride the Bumpy Rainbow



Frank J. Derfler, Jr.  
PO Box 691  
Herndon, VA 22070

*It is important for a systems house to have plenty of equipment on hand for development and customer back-up. Two more complete systems are on the opposite wall.*

Is there a pot of gold waiting for those who can integrate microcomputer systems into small businesses? You bet. Is it an easy thing to do? No way!

Micros and small businesses are meant for each other, but getting them together involves many problems. Small-business proprietors are hassled, harried and worried. You need a special kind of sales and development technique to provide them with cost- and management-effective microcomputer systems. You have two paths you can take.

First, you can open a software house. These are custom design shops that usually deal with a specific brand or type of computer hardware.

Second, you can start a systems house. These provide the complete software, hardware and systems management services (also known as turnkey services) to their customers.

As a microcomputer software author, you can make money selling copies of your software and writing some custom programs like a big-time software house (Instant Software is aimed at helping you do just that). But the real pot of gold will be found by those who ride the bumpy rainbow

and take the systems house approach.

## Systems House Setup

You'll get a better idea of what running a systems house involves by studying one. Validata, Inc., of Montgomery, Alabama, offers a wealth of information and suggestions.

Validata, like many enterprises in the microcomputer world, is a partnership. Warren Philips is the business manager and practical applications mentor, Bob Brooks is the programmer, and Pete Van Duyn does system integration and hardware. They also rely on a full-time sales person and administrative person.

The partnership is a key to Validata's success. Only rare individuals are well-rounded enough to successfully carry all aspects of a business alone. Validata's structure relies on the talents of several people.

Validata began when Philips wanted to give computer support to a snack food distributorship he runs. He hired Brooks part-time to investigate the possibilities of getting a computer to keep track of inventories and orders.

Even though Philips was intimately familiar with the business and Brooks was an ex-

perienced programmer, it took nearly two years to develop a fully debugged and reliable system. Despite optimistic estimates, the road to the pot of gold can be long.

Work at Validata began with the programmer and businessman teaching each other their trades. This is a good approach but requires more than the typical amount of interest in computers on the part of the businessman. It's usually easier to teach a programmer the business than to teach a businessman how to program.

Since the brain of a programmer can be stretched only so far, most systems houses will find themselves specializing in systems for certain specific small businesses. Validata has made good progress in providing inventory and accounting systems for snack food distributors in the South.

Finding the right hardware to offer in your systems involves many problems. Computer owners usually have a favorite system, but their reasons for liking that hardware might not hold up when measured against other considerations.

What software is already available? Are delivery times reliable? How dependable are the systems? Can they be expanded to meet future growth needs? What terms will



**Automated systems usually save time, will probably make operations more efficient and will solve problems in paperwork. But they seldom save any money.**

the manufacturer settle for? Are the displays wide enough and keyboard strong enough to meet business needs?

The people at Validata settled on the North Star Horizon. North Star BASIC offers a considerable library of business, scientific and statistical software. Delivery is reliable, and expansion potential is excellent. Validata chose the TI810 printer for similar reasons.

Validata also had to consider hardware maintenance. They simply couldn't allow a business to miss a payroll because of a bad disk drive.

Validata has an excellent method to service equipment at distant locations: remote diagnostics via telephone. Each Validata installation includes a leased telephone modem. A customer with a system problem can call Validata, describe the problem and run a special diagnostics program. Brooks or Philips can run various subroutines for hardware and examine all of the software on disk. They can also monitor the customer's keyboard operation and correct problems with two-way dialogue.

This remote software wasn't easy to write, but it has saved many thousands of dollars in unneeded trouble calls. Well over 80 percent of the trouble calls, says Brooks, are operator or disk errors.

Both Brooks and Philips speak with anguish about the environment some of their computers have to face. Dust, cigarette smoke and coffee cup rings abound. Still, surprisingly little data is lost because of damaged disks.

Validata stresses the importance of backup disks. This soon becomes a habit for most operators. The company solves many problems simply by trying the backup copy.

### **Selling Yourself**

Validata has one major guideline when they approach a potential customer. They don't sell the computer—they sell help. They sell inventory, billing and automatic typing systems, but avoid the loaded word "computer." Computer people sometimes don't realize that many people are frightened by computers.

From my own experience, I can add that it isn't wise to tell your customer that the system will save money. Even the Federal government has stopped trying to justify com-

puters this way. Automated systems usually save time, will probably make operations more efficient and will solve problems in paperwork. But they seldom save any money. If your customer has a cash flow problem, a computer probably won't help. (The exception is when the cash flow is down only because outgoing billing is late or poorly done.)

In addition to the computer itself, Validata sells its personal service. An automatic inventory system won't work perfectly from the start—problems will inevitably arise. Validata does a lot of time-phasing, planning and handholding. Each account is a little different. Some customers might hire temporary help to load inventory data. Others find vacation and slack times to make the change. With proper planning and introduction, Validata helps the automated system make friends for itself.

### **Other Tips**

Here are some other hints that might help you on your way:

- Pay special attention to location. Rent and office furniture are expensive, so the temptation to cut overhead is strong. But if you are selling to other small-business managers, you must at least look competent. A systems house doesn't depend on customer flow and therefore doesn't have to be centrally located, but the facilities do have to be adequate.

When you are on your feet and ready to go big time, look for bargain rentals on the outskirts of town. Some new buildings will give low leases to tenants who sign up before construction is complete. Budget enough capital to provide a decent working facility.

- Don't give up your daily job and mortgage the house on a short-term note. Success is probably further away than you think. Moonlight before you try to go into the computer business full time.

- Find a business that you can understand and that has many operating locations. Learn that business from top to bottom. You will have to see, touch and understand every part of it if you are to give the customer maximum computer support.

- Don't overlook hardware maintenance. Providing real service means you have to stock circuit boards, parts and disk drives. But you also have to be alert to the operator errors that may look like a system problem. Give deep consideration to maintenance and diagnostics for any systems you sell to small businesses. They can't afford any down time.

- Sales of computer systems for small-business support depends on the quality of your product and how well you scoped out the industry you intend to support. If your system is really good, it will sell through



*Bob Brooks and Pete VanDuyn are important parts of the successful Validata, Inc., team, but as this scene shows, there is still mundane work to be done. Here they appear to be trying to figure out whose hand is which while making up a multi-pin cable and connector.*

word of mouth. Articles in trade journals and newsletters can bring in a lot of business. You will find other contacts at conventions and among other persons who sell services or supplies to the line of business you want to support.

### **Funding**

You simply have got to have money from some source to start.

How much? More than you think. You will certainly have to pay on order for the system you are going to sell your customer. That probably means at least \$6000-\$10,000 (depending on the printer) for openers.

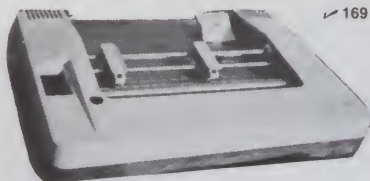
You should have at least one development system available. Let's say another \$6000. If a system for program development is already available, you are fortunate, but make sure it is completely compatible with your customer's system. It is ridiculous to expect your customer to let you use his system to work out software updates and changes.

You must also provide good operating manuals and documentation. Add several hundred dollars for binders, printing, cards and stationery.

All of this is needed before you can think about moving to a permanent business location. As a rule of thumb, you need at least \$15,000 in credit and assets before you complete your first sale.



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That credit can come from many sources. Bank loans are expensive, but a bank might pay attention if the businessman you are going to sell a system to speaks favorably about you. Look to acquaintances (not friends) for help.

There are many people with money to invest. If you have a good product, you will find money coming to you. When you get your funds, guard every penny and look out for surprises.

When I visited Validata, Philips and Brooks were wondering what to do with 11 TI810 printers. TI had decided to ship them their entire long-term order at once. If they had come COD, it could have been very exciting.

The people at Validata are pretty close to opening the lid on the pot of gold. The trip took several years of work by some talented people. They specialized, learned and planned. You can successfully ride the same bumpy rainbow with planning and perseverance. ■

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- Search BASIC or SYSTEM programs by name

Unlike other high speed tape input devices, FASTLOAD uses standard format cassettes. Therefore, there is no need to re-record on other media. At 8000 baud, FASTLOAD is faster than disk for short programs. FASTLOAD reads tapes at the fast-forward speed of the CTR-41 cassette recorder. The recorder can also be used for CSAVE at the normal speed.

FASTLOAD connects to the 40 pin I/O or to the Expansion box. The control program does not use computer memory because it is in a built-in PROM. Other valuable features are keyboard debounce program, automatic key repeat routine and key-beep via cassette speaker. Price is \$188.00 for FASTLOAD and \$95.00 for the modified CTR-41 recorder.

✓ 112

## Personal Micro Computers Inc.

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# Innovative Tech's Analog-to-Digital Converter

*For SWTP 6800 owners, the AD-68 might fill the bill.*

Dr. Gordon W. Wolfe  
Physics Department  
University of Mississippi  
University, MS 38677

**W**e live in an analog world. Nearly everything around us can be measured as a number.

But computers are digital. All data is represented by a series of ons and offs. We can group a series of these on/off data pieces together into a byte or word, or even into a

floating-point collection to represent virtually any number we choose, but it's still basically on/off.

So when a computer measures physical quantities, these quantities must be converted into a series of on/off bits that a computer can understand and process.

The usual way of doing this is shown in Fig. 1. Say, for example, that you want to measure the temperature of something. First you need to convert the quantity being measured into an electrical signal. This is

handled by a *transducer*; in this case, perhaps a thermocouple or thermistor. (A thermocouple will produce a higher voltage at its output for a higher temperature at its junction.)

This electrical signal, or analog voltage, must be converted to a series of on/off bits by an analog-to-digital converter (ADC). The computer receives the ADC's output for processing.

The ADC is the most critical part of the measurement apparatus, and it is also the hardest to design and build. Much has been written about the various ADC designs, and the benefits and shortcomings of each. An ADC chip can cost as little as a few dollars, or commercially built high-precision ADCs can cost tens of thousands of dollars.

For those of us who own the SWTP 6800, or any of the other SS-50 bus computers, Innovative Technology (510 Oxford Park, Garland, TX 75043) has an excellent and inexpensive ADC. The AD-68 can quickly measure eight separate analog voltages, and plugs directly into an I/O slot on the SS-50 bus. It costs only \$39.95, shipping included.

## Arrival

The ADC is completely assembled and tested. It comes with quality parts on an excellent silk-screened circuit board (Photo 1), and the board includes plenty of grounding plate. The documentation is excellent, and includes complete instructions for connection, a description of the circuit and schematic, and assembly-language and BASIC-language driver programs, either one of which may be used to drive the AD-68. The

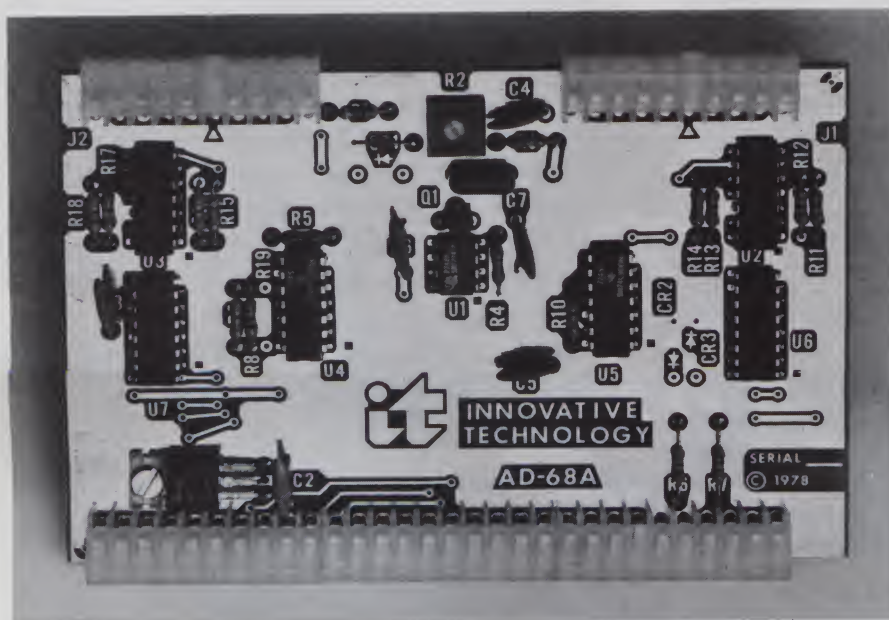


Photo 1. The analog-to-digital converter from Innovative Technology.



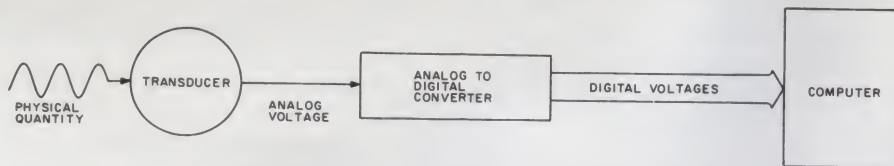


Fig. 1. Measuring physical quantities for the computer.

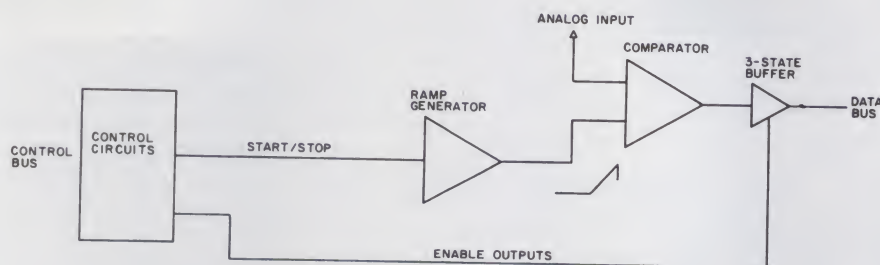


Fig. 2. Block diagram of the AD-68.

unit worked perfectly the first time I used it.

Fig. 2 is a block diagram of the AD-68. The unit works on a simple principle, using the single-ramp method of conversion. Counting and timing is completely under computer control. The computer begins to measure voltages and convert them to a digital number by starting the ADC. This causes a ramp generator to begin outputting a linearly increasing voltage.

The computer polls the output of a comparator, which changes state when the ramp voltage becomes higher than the voltage being measured. When the change of state occurs, the computer stops a count in its memory. The resulting count is the digital number corresponding to the analog voltage. The ADC may be calibrated through a potentiometer mounted on the board.

In general, the ADC operates satisfactorily. With an input from a precision voltage source of  $2.500 \pm .001$  volts, the ADC measures 250 counts, plus or minus one count. (A count corresponds to 0.01 volt, and is therefore the precision of the ADC.) A simple program to cycle through a read of the ADC 10,000 times and then perform a simple statistical analysis on it showed that, for the same precision input voltage as above, the output number averaged to 250.0 decimal, with a standard deviation of 0.7 decimal.

The ADC has eight-bit resolution, and has eight separate inputs, so that eight separate voltages may be measured by the ADC. +5 V and ground voltages are also provided at the output connector.

#### Shortcomings

The AD-68 has shortcomings, but as long as it is used for the purpose for which it was designed, these won't be a problem.

First, because the counting is done by

the processor, only one input can be measured at a time. Fast coincidence measurements cannot be done. *Simultaneous* measurements are not possible, but measurements can be made as quickly as 7 ms apart.

Second, the ADC is slow. It requires up to 6.35 ms for a conversion. This will limit the number of conversions that can be made in a second, and also precludes the use of the AD-68 for measuring high-frequency ac. The device is definitely a dc-only measuring unit. It could not be used for speech-recognition or fast pulse-height measurement, and the unit has no provision for peak sensing.

Third, and most important, it has a designed-in upper-voltage limit of only +2.5 volts. This means that the device is not fully useful in measuring the output of TTL, CMOS or op amps. You could, of course, work up a simple circuit to convert the range of voltage being measured to the 0 to 2.5 volt range. Note that anything being measured has to be supplied by a 2.5 V power supply, reasonably well regulated. My Motorola reference manual, which supposedly lists all JEDEC numbers, only lists one 2.5 volt zener diode.

Fig. 3a is a diagram of a regulator that can be adjusted to provide a steady 2.5 volts at up to 200 mA, using a +5 V TTL power supply as the input voltage. The +5 V terminal on the AD-68 output connector may be used for this. Fig. 3b shows how this regulator may be connected to joysticks or push buttons for sensing events or joystick position.

Listing 1 provides an assembly-language program for the 6800 which acts as a driver for the AD-68, and makes it easy to read data from it. The subroutine AD68 at \$DD2B is the driver routine for the AD-68. This is slightly different from the driver routine

## Computers & Gambling Magazine

### PRESENTS: PROBABILITY HANDICAPPING DEVICE I

#### A 16K BASIC PROGRAM FOR: HORSE RACE HANDICAPPING

This amazing program was written by a professional software consultant to TRW Space Systems and is being introduced by the publishers of Computers and Gambling Magazine. 'PHD-1' is a large complex basic program requiring a full 16K. It is carefully human factored for easy use. PHD-1 is a comprehensive horse racing system for spotting overlays in thoroughbred sprint races (less than 1 mile). You simply sit down with your computer and the Racing Form the night before the race and answer 5 or 6 questions about each horse's past performance. Your computer then accurately predicts the win probability and odds-line for each horse allowing you to spot overlaid horses while at the track. The users manual contains a complete explanation of overlay betting.

Statistics for thousands of horses were used to develop this handicapping system. The appendix of the manual contains a detailed tab run of a 100 consecutive race system workout showing an amazing 45% positive return (45¢ for each \$1.00 wagered). A graph is also included showing PHD-1's close fit to the ideal predicted probability vs. actual win percentage curve.

This program features: ☐ Win probability and odds for each horse ☐ Verification display of each horse's parameters prior to entry for easy error correction ☐ Bubble-sort routine for final display ☐ Facility for line printer output ☐ Cassette ARCHIVE routine to store PHD-1's output for later analysis ☐ Complete users manual.

The user's manual may be ordered separately for your perusal for \$7.95 and will be credited if you purchase PHD-1.

PHD-1 User's Manual and 16K Cassette for:  
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TRS-80† Level II, Pet ..... \$29.95

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- 5ms track-to-track access time
- Auto-Eject
- 180 day WARRANTY
- Exceptional speed stability - 11/2%
- Single/Double Density operation
- Mix any or all 80+ Series on the SS Standard cable

## SPECIFIC CHARACTERISTICS

The SIRIUS 80+1 - a single sided, 40 track Drive. Offering 5 more tracks than the Radio Shack model, it cost \$120 less. Formatted data storage is 102K/204K Bytes Single/Double Density.

**SIRIUS 80+1 ..... \$379.95**

The SIRIUS 80+2 is a dual sided, 80 track (40 per side) Disk Drive. It appears to the TRS-80+ as TWO 40 track drives yet **COST LESS THAN HALF THE PRICE!** Even greater savings result since data is recorded on both sides of the media instead of only a single side. This unit may require the SS Standard cable. Formatted data storage is 204K/408K Bytes Single/Double Density.

**SIRIUS 80+2 ..... \$449.95**

The SIRIUS 80+3 - a single sided, 80 track Drive. Offering 2 1/2 times the storage of a standard Radio Shack Disk Drive, the 80+3 greatly reduces the need for diskettes correspondingly. Additionally, because of the increased storage and faster track-to-track access time, the 80+3 allows tremendously increased throughput for disk based pro-



grams! The 80+3 includes SIRIUS's TRAKS-PATCH on diskette (for use with 96 tpi drives). Formatted data storage is 204K/408K Bytes Single/Double Density.

**SIRIUS 80+3 ..... \$499.95**

The SIRIUS 80+4 - a dual sided, 160 track (80 per side) 5 1/4" monster! The ultimate in state-of-the-art 5 1/4" Floppy Disk Technology, the 80+4 is seen by the TRS-80+ as two single sided disk drives. Thus, in terms of capacity, one 80+4 is equivalent to 4% standard Radio Shack drives - at a savings of over 73% (not to mention diskettes!!!). (With a double density converter the available memory is huge!) The 80+4 (a 96 tpi drive) includes TRAKS-PATCH on diskette and may require the SS Standard cable. Formatted storage is 408K/816K Bytes Single/Double Density.

**SIRIUS 80+4 ..... \$649.95**

All 80+ Series Floppy Disk add-ons operate at 5ms track-to-track but are Expansion Interface limited to 12ms for the TRS-80\*

\*TRS-80© of Tandy Corp.

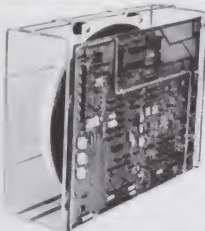
## ACCESSORIES

SS Standard 2 Drive Cable ..... \$29.95  
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DISKOS 15450 (14")	154 Mbytes	7" x 17" x 20"	33 lbs.	\$4695
DISKOS 2050 (8")	20 Mbytes	4.62" x 8.55" x 14.25"	33 lbs.	\$2995
DISKOS 3450 (8")	34 Mbytes	4.62" x 8.55" x 14.25"	20 lbs.	\$3745
DISKOS 1070	10.6 Mbytes	floppy-size	(low)	\$2195

All PRIAM DISKOS Drives have a Transfer Rate of 1.03 Mbytes/Sec.  
Optional SMD interface available for \$150.

SIRIUS SYSTEMS offer cases and enclosures for all PRIAM Hard Disk Drives. All 14" Winchester Drives will mount in our 14" Standard Case. The 8" Winchester have two alternatives: a single drive case and a dual drive case. All SIRIUS SYSTEMS Winchester drive cases include Power Supply, internal cabling, switches, fan, extra AC outlet (not switched, but fused) and possess very adequate ventilation. Drive addressing is done on the rear of the Case and not on the drive itself to provide ease of use during operation. All WINCHESTER DRIVE Cases are Warranted for a full year and come in our standard blue-black color scheme. Consult us for current availability and pricing.

# Introducing the Versatile, Low-Cost OMEGA Series Controller

As new technological advances bring down the cost of fast, reliable mass data storage, the need for an inexpensive, versatile controller have become greater and greater. To meet this need, SIRIUS SYSTEMS' OMEGA Series Controller was designed.

The SIRIUS OMEGA Series Controller Module utilizes an on-board microprocessor to mediate data transfer to a wide variety of peripherals from an equally wide variety of host computer systems. Up to four Winchester Hard Disks (8" or 14"), four 5 1/4" Floppy Disk Drives and/or up to eight 8" Floppy Disk Drives may be in use at one time. Host systems interfacing is accomplished via a parallel or a serial interface. With the addition of a Personality module, the OMEGA Series Controller Module is directly compatible with many popular computer systems (among them the TRS-80\*, Apple, Heath, and others). Provision is made for the addition of a streaming tape drive, also.

## SPECIFIC HARDWARE

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- Control of up to four WINCHESTER type PRIAM DISKOS Disk Drives
- 8" or 14" may intermix on the same cable
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- Ultra-Fast data transfers

- Extremely flexible host-controller interfacing

## SPECIFIC SOFTWARE

### FEATURES INCLUDE:

- Dynamic format modifications via command words
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- Operates in either get/put sector mode or data string mode
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CP/M™ of Digital Research

Dedicated systems cards are also available on a limited basis for the STD-BUS and the S 100. These cards feature shared memory also (again, software selectable) in addition to the regular OMEGA Series Controller Module features. Consult SIRIUS SYSTEMS for current price and availability for the entire line of OMEGA Series Memory Units and Controllers. Dealer inquiries are invited.

# What TFORTH is - and what it has to offer YOU!

TFORTH is a unique growth programming language for the TRS-80\* that combines the best features of an interpreter and a compiler all in one functional easy-to-use package. TFORTH cannot be simply compared with Fortran, BASIC or PASCAL. This high speed, high level modular code offers the speed found in many FORTRAN compilers yet retains the on-line conveniences found in BASIC INTERPRETERS by flagging input errors as they occur line-by-line. Unlike PASCAL, TFORTH needs no "run-time" package for support. Serving as an operating system, compiler, assembler, interpreter, virtual memory manager, all in one: TFORTH makes easy, efficient, structured re-entrant programs a natural consequence.

The key to TFORTH's flexibility and ease of use lies in its use of a stack for parameters and a unique dictionary for WORDS. These WORDS are stated in terms of other WORDS already defined in the dictionary. It is this rich set of WORDS that provides DO LOOPS, IF-THEN-ELSE statements, BEGIN-END statements, virtual memory, any number base (to base 32) for input or output, a macro assembler, re-entrant code, multithread dictionary, line editor, excellent math package (16 bit integers, double precision floating point, SIN, COS, TAN, EXP and LOG) and it runs under either TRSDOS\* or NEWDOS. Assembler inherently nests with high level in an easy fashion. Complicated drivers for new devices take only a few lines of TFORTH which saves both memory and disk space!

TFORTH is a procedural language specifying a process rather than a desired result. The ability to have the language grow in the direction the user desires is excellent for novel applications. New data types and new processes can become part of the language. Due to the modular constructions, a very compact code is produced which executes at exceptionally high speeds between machine code and machine code plus 20% typical overhead speeds. Memory requirements can be "less" than assembler coding or other high level languages.

TFORTH comes complete for the TRS-80\* with as little as 16K of memory and a single Disk Drive using either TRS-DOS\* or NEWDOS. It provided on diskettes and an optional Math and Utilities package is available.

Through TFORTH an excellent way to develop new languages, provide simple control of device (including video monitors, A/D and D/A converters and burglar alarms) and to implement tasks requiring monitoring and decision is offered. Many WORDS to handle peripherals are part of basic TFORTH and others may be added easily. Often, substantial hardware development can be eliminated by using TFORTH to do the major digital or reduction of data.

For many applications a minimal task may be written in high level (or mixture of assembler and high level) code; loaded, assembled and prior to execution may be written to the disk as a ready to execute machine code/EXE module with the DOS.

TFORTH (on diskette - specify for Standard or 96 tpi Disk Drives) ..... \$129.95  
TFORTH with the addition of TRAKS-PATCH (a powerful combination!) ..... \$136.95

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MPI Technical Manual ..... \$6.95  
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# Exploring The Source

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*A walk through the world of electronic communications.*

---

Sherman P. Wantz  
424 NW Lakeview Drive  
Sebring, FL 33870

I often try to disguise my true interest in computers by pointing to their many practical applications. But when someone pins me down, I have to admit that I've put very few of them to use.

I can't explain why I am defensive on the subject. Perhaps it's because I don't expect others to understand that I respond to my computer for the reason that it represents a challenge. I'm driven to master it!

My computer creates in me a pioneer

spirit analogous to the fervor that motivated our forefathers to explore and settle the West.

The thought that I am on—or, at least, near—the frontier of technology is a heady experience. To a great extent, that feeling explains why I am fascinated by The Source, a relatively new electronic communications facility.

When I began reading Frank J. Derfler, Jr.'s series of "Dial-up Directory" articles in *Microcomputing*, my eyes were opened to a challenging use for my computer. I learned that I could couple the input and output of my equipment into a telephone line and communicate with other computers. Another opportunity to explore the unknown!

Then I learned that I could use my own computer in Sebring, FL, to gain access to data being stored in banks of computers located near the nation's capital.

This included state, national and international news stories filed by United Press International and *The New York Times*; hourly stock exchange reports; airline schedules; travel information; business and game programs; and electronic mail services.

The research prospects alone boggled my imagination. A new and exciting world was waiting to be explored.

I couldn't wait to sign up.

## Arranging Passage—Not Easy

My initial move was to write for details to Source Telecomputing Corp. (formerly known as Telecomputing Corp. of America), 1616 Anderson Road, McLean, VA 22102.

Before the requested literature had arrived, I made a trip to Towson, MD, where I visited two computer stores. I didn't know that both store owners were authorized to sell subscriptions, as well as equipment needed to use The Source.

At the first store, my questions about The Source were almost totally ignored. The clerk was too busy trying to operate a computer to give me much attention. He handed me a brochure entitled "A Brief Guide to Network Information Resources," published by The Source, and returned to his computer.

The salesman at the second store was a bit more helpful. He gave me a four-page flier entitled "The Source, the World's First Information Utility," and let me look through his copy of the instruction manual that The Source provides to its subscribers.

At neither store was I offered a subscription application form. However, I found an



Photo 1. The CT-82 "smart" terminal works with almost any modem or computer system. It uses a Motorola 6802 microprocessor and 6845 CRT controller to provide over 100 control functions.



application blank in a copy of *Sourceworld*. The Source's slick monthly magazine, which I bought for \$2.

No offer was made at either store to demonstrate The Source. Later, when I learned that Source computer access time during business hours cost \$15 per hour, I could understand why such demonstrations might be hard to justify.

One bit of invaluable information I obtained from the four-page handout was The Source's toll-free customer service number

AM) and during weekends for \$9.61 per hour. It was high but, if used with discretion, not intolerable.

But I was in for another surprise. I discovered that I could make a direct-dial call during the same time periods to Atlanta, GA (a distance of 500 miles) for \$8.46 per hour, \$1.15 per hour cheaper than I could make a call to nearby Orlando. A lesson in economics: a monopoly by any other name is a monopoly still.

So, accepting the fact that I would have

form, I agreed that the monthly service charge (\$10 minimum) could be assessed against my Visa account.

I was surprised at my reaction to STC's requiring their subscribers to pay for services rendered via credit card. While I sympathize with those who might not have one of the three prescribed credit cards—probably not many computer owners among them—I found myself applauding STC for its business acumen. By billing its subscribers' credit accounts directly, STC's overhead expenses for collecting delinquent service charges must be low.

**Read about the sale of The Source to *Reader's Digest* in this issue's Micro-Scope section, p. 13.**

### Reading the Map

Within three weeks of the date I mailed my application form to STC, I received my Source user's manual.

Written on page two of the manual was my Source account number, referred to as my identification (ID) number, and my password—four letters seemingly selected from the alphabet at random.

The identification number assigned to my account was TCH532. The user's manual informed me that my account number would have to be used each time I signed on for me to gain access to The Source.

The manual also explained that in addition to checking my account number, The Source's computers would also check my password. Since my account ID number might be widely disseminated—as it is now to readers of this article—the use of a password, too, would constitute a degree of insurance against unauthorized use of my account.

From the manual, I learned that I needed a home address to let me instruct the Telenet and Tymnet control computers to connect me to The Source. Those networks serve other data banks, commercial service

(1-800-336-3330), which prospective subscribers are invited to call.

### Making Contact

One disturbing fact that I discovered from The Source's user's manual was that my city did not have a local telephone number to gain access to The Source's computers. Only those who live in cities with populations of 50,000 or more are provided with local telephone numbers, unless special arrangements had been made.

Did that mean that I would have to place a toll call each time I wanted to use The Source's computers?

My call to Telenet's customer service office disclosed the fact that a toll-free telephone number could be made available to me and other small city or rural subscribers—at the rate of \$15 per hour. (Telenet is one of the companies—the other is Tymnet—that furnishes computer network services to users of The Source.)

Again, I called The Source representative, who confirmed the information that Telenet had given me. No toll-free number was available for use by subscribers living in rural America.

I called the Bell System office in Kansas City, MO, and asked about using their \$18-a-month call forwarding (RCF) service they've been advertising lately. The Bell System representative said he didn't think letting me call The Source in Virginia was what his company had in mind when they instituted RCF.

My call to the special communications office of Florida's United Telephone System proved to be equally discouraging. Their solution: lease a dedicated line to Tampa, a city served by Telenet and Tymnet, at the cost of a mere \$305 per month. I declined that offer.

A close examination of long-distance telephone rates showed that I could make a direct-dial toll call to Orlando, FL (a distance of about 70 miles), at night (11 PM to 8

to pay \$8.46 per hour for nighttime or weekend use of the telephone connection plus \$4.25 per hour (\$2.75 per hour after midnight local time) for nonprime time use of The Source's computers, I decided to complete the application form and mail it to McLean, VA.

### Charge—Not Just for Cavalry

Those who subscribe to The Source must possess a valid Visa, Master Card or American Express credit card. Literature distributed by The Source hints that only corporations using the services can be approved for direct billing.

When I subscribed, I was granted the option of paying my \$100 registration fee either by personal check or by credit card. After that, The Source wasn't interested in my personal checks, preferring to deal directly with Citibank, the New York financial institution that issued my Visa credit card.

By signing The Source's application



**Photo 2.** The CAT acoustic modem allows switch-selectable originate or answer option as well as full- or half-duplex operation.



bureaus, educational institutions and companies and must be told by a home address which service you are calling.

Unfortunately, my manual did not provide the required home address. I learned just how important this omission really was after I was rejected three times by Telenet. It hurts to be rejected—even by a switching network computer. A call to my favorite toll-free number in McLean, VA, resulted in my obtaining the required home address. More about that later.

Two lists of telephone numbers were provided in a pocket attached to the rear cover of my user's manual. Each list contained local telephone numbers in about 250 U.S. cities that users of the Telenet and Tymnet networks could call to access (gain entrance to) The Source. From the Telenet list I chose the number in Atlanta.

One important document that accompanied my manual was an agreement entitled "Terms and Conditions." Obviously written by attorneys, the agreement defined

plain that the word modem is a contraction of the words modulate and demodulate.

A modem is a device that makes it possible to send signals produced by a computer many thousands of miles over regular telephone lines. It does this by converting (modulating) direct-current data pulses produced by the sending computer into audio tones that are then transmitted over the telephone network.

At the receiving end of the line, the tone signals are converted (demodulated) into direct-current data pulses and are fed into the local computer or terminal.

Two major types are readily available for use in telephone communication: the acoustic modem and the direct-connection modem.

An acoustic modem requires no physical connection to telephone lines. It obtains its tone signals from and delivers its tone signals to a telephone handset via its built-in microphone (for receiving tones) and speaker (for sending tones). The telephone hand-

2) manufactured by Novation, Inc., Tarzana, CA.

The compact, 1½ pound CAT modem is self-powered (plug-in power pack), lets me originate calls to other computers or answer calls originated by others, operates at the proper rate (300 bits per second) required by The Source, permits full- or half-duplex operation (more about that later) and contains a useful self-test feature.

To complete my installation, I found that I needed two cables. One was a four-conductor, 15-foot long telephone extension line that would let me move my telephone instrument from my desk to a position next to my modem. That cable was easily purchased from my local Radio Shack store.

The other cable connected my CT-82 terminal to the CAT modem. James Electronics of Belmont, CA, supplied a customized six-foot long ribbon cable, terminated at both ends with DB-25 connectors.

I soon learned that "DB-25" and "RS-232C" were terms that telecommunications use with unrestrained frequency.

In my case, the DB-25 plug and receptacle were 25-pin connectors used to link the CAT's RS-232C interface board with a similar board that was mounted in my CT-82 terminal.

RS-232C is the number assigned to a data voltage specification that has been accepted by the Electronics Industries Association as its standard.

After I had connected modem to terminal, I placed my telephone handset into the modem's muffs, applied power, set one modem switch to "originate" and the other switch to "test." Then, I dialed a number on my telephone (to get rid of the dial tone) and, using my terminal's keyboard, typed several words that appeared on the terminal's video monitor screen, indicating that the modem was working properly.

I was now fully prepared to begin life on one of technology's new frontiers—or so I thought.

### Hardships Multiply

My first three attempts to access The Source were abysmal failures.

After I had activated my terminal and modem, I dialed Telenet's phone number in Atlanta. As soon as I heard a tone in my telephone earpiece, I placed the handset into my modem's muffs and noted that the modem's "Ready" light-emitting diode indicator came on. So far, so good.

As directed by my user's manual, I pressed the terminal's return key twice and watched as Telenet's name flashed on my screen.

After I had obtained Telenet's prompt ("@"), I typed "C 301###" as my home address identifier—exactly as my manual instructed me to do. Three times, Telenet

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## I learned that I didn't really need a complete computer to be able to access The Source. A so-called "smart" terminal would do.

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terms such as "connect time" and "disk storage," set forth STC's billing procedures, provided for future Source rate changes (already exercised), explained subscription cancellation and termination conditions and claimed liability and indemnity limits for STC.

### Preparing for the Expedition

From ads and articles that had appeared in various computer magazines, I learned that I didn't really need a complete computer to be able to access The Source. A so-called "smart" terminal would do.

I just happened to have a smart terminal—a CT-82 (see Photo 1) manufactured by the Southwest Technical Products Corp., San Antonio, TX. Since the CT-82 contains its own microprocessor to provide cursor control, character formatting, editing and so on, I decided to use it in lieu of buying one of the "black boxes"—with associated software—that were being offered to convert my TRS-80, Model I, into a smart terminal.

With the terminal requirement already satisfied, I turned my attention toward deciding which type of modem I would need.

To digress for a moment or two, let me ex-

plain that the word modem is a contraction of the words modulate and demodulate.

A direct-connection modem is usually more efficient than the acoustic type but is often more expensive to buy. The direct-connection modem feeds its tones directly into the telephone line rather than passing its tones through ear and mouthpieces of a handset. Background noises such as TV sounds, voices, printer chatter and cooling fan hum, picked up by an acoustic modem, are eliminated.

The direct-connection modem could be more costly to install than the acoustic type. Since a connection must be made to the telephone lines, plugs and adapters may be required to effect the proper hookup.

If my telephone instrument had been a Princess style or one of GTE's new "flip" models, neither of which would readily fit into the muffs of an acoustic modem, I might have been forced to consider using a direct-connection modem. The alternative would have been to buy a standard handset telephone.

Since my telephone instrument was of the regular, old-fashioned variety, I decided to take the least expensive approach. I bought a CAT acoustic modem (see Photo



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## C BASIC 2

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## OEMS

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  - \* TPM is a trademark of Computer Design Labs. It is not CP/M\*
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- Prices and specifications subject to change without notice.

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rejected my call and then terminated my connection.

As I recounted earlier in this saga, I called The Source for help. Valiantly suppressing his urge to laugh, the customer service representative explained that instead of typing "C301##," I should have typed "C 301," followed by two numbers provided on page two of my manual opposite "home address." The two pound signs used in the manual's sign-on example were not meant to be taken literally, he explained.

When I informed him that his McLean, VA, office from whom I had purchased my subscription had not provided me with the missing "home address" digits, the customer serviceman quickly did so.

My next call made to the Atlanta Telenet number—this time using the correct "home address"—produced another problem.

In response to The Source's invitation to "Please sign on," I typed "ID TCH532," followed by my four-character password, which I typed, as instructed, while I depressed my terminal's control (CTRL) key.

Each attempt to sign-on was rebuffed by The Source with an "illegal password" message. Eventually, after allowing me three unsuccessful attempts to get it right, The Source terminated my connection.

Again, I phoned The Source. By now, I had established a first-name relationship

with The Source's duty technician. When I explained my current problem, The Source's expert told me that one of the control characters in my password (CTRL U) was causing the problem. Fortunately, my new-found friend had access to the password files and was able to provide me with a new password that worked.

On my fifth attempt, I finally made it into the inner sanctum of The Source.

But my problems persisted. Every character that I typed using my CT-82 terminal's keyboard appeared twice on my video screen. However, the characters sent to me by The Source appeared singly. Strange.

Another call to The Source clarified that phenomenon. My terminal and modem were configured for half-duplex operation, and The Source was operating at full-duplex. The first of the pair of duplicate characters that appeared on my monitor's screen was being placed there by circuitry within my terminal; the second character that appeared beside the first was being echoed by The Source.

According to my buddy at The Source, I could do one of two things to solve my duplicate character problem. I could either reconfigure my terminal and modem for full-duplex operation (preferred) or I could type "TTEERRMM HHAALLFF" whenever I signed on. The latter message would inform

The Source's computer that my terminal and modem were operating half-duplex and would result in the distant computer suppressing its character echo.

Later, I learned that I could achieve the same echo-suppression result by sandwiching a semicolon between the two carriage returns (CR ; CR) I have to send when I initiate my call to Telenet.

### Exploring the Territory

The 75-page user's manual devotes most of its space to instructing subscribers in the proper use of commands needed to get the most from The Source.

I followed the manual's instructions, step-by-step, to review The Source's library by typing "DATA LIBALL," pressed the control key as I typed the letter "S" (CTRL S) to "freeze" the listing on my video monitor's screen, used CTRL Q to restart the display and pressed the break key or CTRL P to escape from the library listing.

Again, following the manual's instructions, I played a few hands of blackjack (PLAY BLACKJACK), reviewed a list of topics covered by *The New York Times* Consumer Data Base (NYTCDB), obtained the latest information on the Baltimore Colts football team (UPI S MD S TRADE AND COLTS) and reviewed the current situation in Iran (UPI N G IRAN).

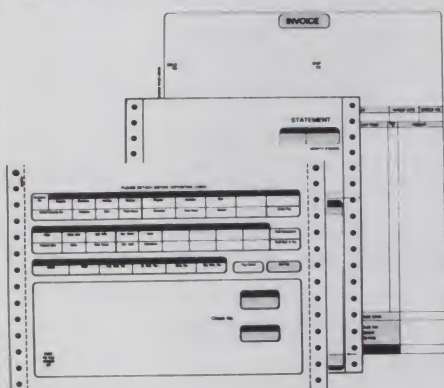
I experienced some difficulty trying to interrupt the flow of information from The Source, particularly while I was accessing the UPI data bank. I followed the manual's instructions by pressing the terminal's break key, typing CTRL P, typing STOP and QUIT, any one of which should have allowed me to escape the current program and obtain The Source's right arrow prompt. Nothing seemed to work.

After wasting about 15 minutes trying to regain control, I solved the problem by pressing the break key and holding it down for several seconds. Merely engaging the break key momentarily, as I would any other keyboard key, did not get The Source computer's attention.

The feature I liked best about The Source was its electronic mail service. I used the MAIL command to send messages to *Microcomputing*, to The Source customer service office (TCA088) and to other subscribers who have listed their names, account numbers and interests in The Source's directory.

The first thing I do after I sign on is to inquire whether or not The Source has any messages addressed to my account. I do this by typing "MAILCK." If there are no messages, The Source reports: "No mail at this time." However, if there are several messages awaiting me, The Source reports their number (MAIL (3)), then allows me to review each message by subject matter or

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by sender account number (SCAN) or to read the messages consecutively (READ).

After I read each message, The Source gives me the option of 1) replying immediately, 2) saving the message for later disposition or 3) deleting it. Since I do not yet have a printer connected to my terminal to provide a permanent record of my incoming electronic mail, I have had to learn to exercise restraint in ordering the deletion of messages. Once a message has been deleted, there is no way for a subscriber to retrieve it.

Perhaps the most clearly hobby-related feature of The Source's services is designated CHAT.

CHAT permits exactly what its name implies—an unstructured conversation with another Source subscriber. The result is quite similar to the activity that amateur radio hams refer to as a QSO—a freewheeling ragchew.

Any time I am connected to The Source, I merely type "ONLINE" to obtain a listing of the account numbers of subscribers who are currently using The Source.

To initiate my first CHAT contact, I typed "CHAT" followed by the account number of an individual I had determined to be connected to The Source at that time. The person that I had called terminated The Source program he had been using and responded

to my call. We exchanged views about—what else?—The Source.

Because others might have to pay long-distance phone rates plus computer access time too, I do not initiate CHAT calls unless I have previously arranged for the call using the electronic mail service.

Of course, I answer any calls that are made to me by other subscribers. I usually ask a caller for his telephone number, call him directly and chat verbally rather than CHAT via terminal keyboards using slow, hunt-and-peck typing.

Any time I use The Source for serious research purposes, I type "REFUSE CHAT" when I sign on. That prevents anyone from interrupting my research activity. It also avoids offending a subscriber that might call me and not receive a response.

Another service of The Source that I find fascinating is entitled "Classified Ads & Bulletin Board." It is accessed by typing "DATA CLASSI." Subscribers are permitted to use this service for general announcements or to list objects for sale or services for hire.

I had no difficulty learning how The Source expected me to terminate my connection. All I had to do was to type "OFF" after I obtained the right-arrow prompt indicator. As its parting message, The Source calculates and reports to me the number of minutes I have been connected.

#### Adventure Calls

If I were to remain connected to The Source around the clock for a year, I doubt that I'd be able to tap all of the information that is now available there.

Over 600 topics are listed in The Source's master index, and the list is growing. The data bank is practically inexhaustible.

How can you subscribe? If my experience is any criterion, you must be persistent. First, recognize that there are over 200 computer stores located in about 40 states that can process subscriber applications and can sell or lease equipment needed to use The Source. Second, place a call to The Source (1-800-336-3330) to obtain the name and address of a dealer in your vicinity. Third, visit your dealer and ask for an application form. Complete the form, attach your registration fee and get your account number.

The Source is compatible with almost all computers and terminals. Several companies are now making equipment in the \$250 to \$300 price range that allows the TRS-80, Model I, computer to become a "smart" terminal fully capable of communicating with The Source.

There are other telecommunication networks in operation throughout the country. Some of them have been established primarily to serve the interests of hobbyists.

One such network with which I am familiar is Forum-80, whose headquarters is located in Kansas City, MO. Others are known simply as computer bulletin boards. Almost all are available to anyone who has the basic equipment described in this article.

Telecommunication has added a new dimension to computing. In addition to the pleasure that has come from demonstrating to others that my computer can "do something useful," networking has placed a wide range of state, national and international information quite literally at my fingertips.

To learn more about this challenging field, I urge you to refer to previous issues of *Microcomputing*, beginning in January 1980, and read Frank Derfler's series of articles entitled "Dial-up Directory."

If you would like to join me on the frontier of computer applications technology, get a modem and upgrade your computer to accommodate networking.

If you decide to subscribe to The Source, please send me an electronic mail message at TCH532 to give me your reaction to telecommunicating.

Before you decide to move to the data retrieval frontier, represented by The Source, check to be certain that you have a valid credit card.

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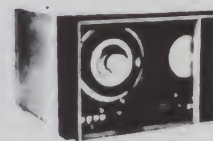
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| 09 = * EXAMINE/REPORT SALES LEDGER.....    | 21 = ENDMONTH MAINTENANCE.....         |
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# The Master Catalog System For CP/M Users

*A software superbargain for logging your disks.*

Rod Hallen  
State Department—Accra  
Washington, DC 20520

Computerists who move up from tape to disk find a whole new world to work with. The quick and easy program storage and retrieval certainly makes life simpler.

However, one function actually becomes more difficult—keeping track of programs. They are so easy to load or move from disk to disk that it is often a long, tedious job finding what you are looking for.

I have 54 eight-inch disks. Some are single-density, but I've been buying double-density since I got my ThinkerToys Discus 2D Disk Operating System. Some of these

disks are also double-sided, which means that each disk can store as many as one million bytes of data.

In my early days, I numbered each tape or disk and kept a hand-written log of its contents. As I accumulated more disks, this got completely out of hand. Popping disks in and out of the drives to read the directories is time-consuming when you are looking for something. I even occasionally tried dumping a hard copy of each disk directory, but these quickly became obsolete.

But I've found a solution—the Master Catalog System. Available on a single-density eight-inch CP/M formatted diskette from E. A. Elliam Associates (5658 Keokuk Ave., Woodland Hills, CA 91364) for \$10, this has got to be some kind of software superbargain.

## The System

The Master Catalog System is semi-automatic; you have to remind it every once in a while to create a new up-to-date catalog for you. I now have 1107 entries in mine. Trying to keep track of that many programs by hand would be impossible.

The system diskette contains 18 programs, which include both the source and object codes (see Table 1). I'm happiest when I can get my hands on the source, since I invariably want to make changes to suit my needs.

Besides the software to make the Master Catalog work, three programs list disk

directories alphabetically, with program size in K, and total vacant space available on the disk. These listings are three or four columns wide, depending upon the width of your screen. This is much better than the "scroll off the screen" mode of the standard CP/M DIR listing.

The system comprises a series of programs used to create and display the catalog. If you have a printer, you can also dump a hard copy. It is easiest to maintain a catalog if you have at least two drives, but it can be done with one.

The first step is to identify each disk. I set up the numbering system shown in Table 2. This lets me select disks by number or colored tab. I buy the disks numbered S-1 to S-35 (GREEN) commercially; after their contents have been copied to a working disk I store them for backup and don't use them in day-to-day operations. I know that all disks in the 100 series (RED) are assembly-language programs in either source or object code, that all of the disks numbered in the 200s (GRAY) contain BASIC programs and so on.

After I number each disk, I record it in that disk's directory. Thus, the Master Catalog System knows which disk it is looking at when it creates or updates a catalog entry.

I use the CP/M editor (ED.COM) to place the disk identity into the directory thus:

1. With a disk in drive A that contains ED.COM, I place the disk to be numbered in drive B.
2. The CP/M command ED B:—DISK.100 opens a file —DISK.100 on the disk in drive B.
3. The ED command Q closes this open file without any text being entered into it.
4. The result is a directory listing —DISK.100, which has no actual file associated with it. The — is used at the beginning of each identification entry, because this will place it first alphabetically in the disk directory and because this is what the Master Catalog System is looking for.

The Master Catalog System uses five or six programs included on this disk. Both source (ASM LIB) and object (COM) programs are included.

Program Name	Description
CAT	Master Catalog Program
CATL	Sorted Catalog 'DIR'
CATF	Reads Disk Directory
CATQ	Single Disk 'CATF'
CATS	Sorts Disk Directory
CATU	Updates Master Catalog
MACRO.LIB	Req'd to ASM CATL
SEQIO.LIB	Req'd to ASM CATQ CATU

Table 1. The Master Catalog System.

Type of software	Disk identification number and color
Commercial programs	-DISK.S-1, -DISK.S-2, . . . Green
Assembly language	-DISK.100, -DISK.101, . . . Red
BASIC programs	-DISK.200, -DISK.201, . . . Gray
Word processing	-DISK.300, -DISK.301, . . . Yellow
Pascal programs	-DISK.400, -DISK.401, . . . Blue
Working disks	-DISK.500, -DISK.501, . . . Pink

Table 2. Numbering system.



I did this with every disk in my library. Double-sided disks have consecutive numbers for each side. A numbering system of your own design could quite easily be substituted for mine. You might call your BASIC disks —BASIC.001, —BASIC.002 and so on; your assembly-language disks —ALP.001, —ALP.002, etc., and your word processor disks —WORD.001, WORD.002, etc.

### Creating the Catalog

The next step is to create the actual catalog that will be stored on disk as MAST.CAT. One of the features of MAST.CAT is that you can tell it what you don't want it to list. For instance, if you have ED.COM, DDT.COM and other utility programs scattered throughout your library, you can enter them using ED.COM at the beginning of MAST.CAT and they will be ignored in subsequent catalog operations. This cuts down on the size of the catalog and increases its operating speed.

A disk containing the Master Catalog System is now placed in drive A, and the disk to be cataloged is placed in drive B. The command CATF B: F will create a temporary file called NAMES.SUB, which contains the names of all of the files on the disk in drive B in alphabetical order. The command CATU will read MAST.CAT and add or remove any entries that have changed since the last time this particular disk was cataloged. If this is the first time that this disk has been cataloged, then everything in its directory will be entered into MAST.CAT. At the end of this operation the screen displays a list of added and deleted programs, as well as the total number of programs in MAST.CAT.

You can expect this quick and painless operation for each disk in your collection. It is a little more difficult if you only have one drive, since you must keep swapping between the disk containing MAST.CAT and the disk being cataloged, but the results are the same.

When the catalog becomes as large as mine (over a thousand entries), it takes a while for CATU to read and modify it, but we're still only talking about 15 or 20 seconds per disk.

You can catalog a disk to reflect changes as often as you like. Each time that MAST.CAT is updated, the previous version is renamed MAST.BAK; thus, you always have a backup copy in case a power problem or computer glitch destroys the new one. In addition, I always use PIP to copy MAST.CAT onto a second disk in case the first disk should be destroyed or made unreadable.

Once you have MAST.CAT up to date, what can you do with it? The command CAT will display the entire catalog in alpha-

A>CAT

ROD HALLEN MASTER DISK CATALOG

FILES:

NAME	DISK	NAME	DISK
24CPM .COM	DISK .211	2DM .	DISK .302
2DM .TXT	DISK .300	88-MODEM.ASM	DISK .S25
88-MODEM.DOC	DISK .S25	ADD .ASM	DISK .S29
ADD .MAC	DISK .S29	ADD .Z80	DISK .S29
ADD1 .ASM	DISK .S29	ADD2 .ASM	DISK .S29
ADD3 .ASM	DISK .S29	ADE .ASM	DISK .S27
AIRMAILE.PCL	DISK .100	ALLOC .COM	DISK .S26
APOLLO .BAS	DISK .202	ASCCR .FAS	DISK .S12
ASCHX .FAS	DISK .S12	ASCII .FAS	DISK .S12
ASM .COM	DISK .102	ASM .COM	DISK .201
ASM .COM	DISK .203	ASM .COM	DISK .211
ASM .COM	DISK .313	ASM .COM	DISK .500
ASM .COM	DISK .501	ASM .COM	DISK .S-7
ASM .COM	DISK .S10	ASMB .COM	DISK .102
ASMB .COM	DISK .S-8	ASMB .HEX	DISK .S-8
ASMB .REL	DISK .S-8	ASMBM .PCL	DISK .100
ASMXX .COM	DISK .S16	ASSIGN .ASM	DISK .S15
ASSM .COM	DISK .102	ASSMM .PCL	DISK .100
AUTO .COM	DISK .201	AX10 .FAS	DISK .S12
B .	DISK .302	B6800M .PCL	DISK .310
BANNER .ASM	DISK .S26	BANNER .BAS	DISK .202
BASEX .COM	DISK .S35	BINH .FAS	DISK .S12
BINLOAD1 .ASM	DISK .S26	BIO .BAS	DISK .202
BTOS .ASM	DISK .313	BIOS .FAS	DISK .S12
BIOSGO .LIB	DISK .S26	BKSPACE .DOC	DISK .S25
BLENG .FAS	DISK .S12	BLKFRID .BAS	DISK .202
BLKFRID .PCL	DISK .202	BLKFRIL .BAS	DISK .202
BLKJK .BAS	DISK .202	BMOVE .FAS	DISK .S12
BMULT .FAS	DISK .S12	BOOT .ASM	DISK .S17
BOOT .ASM	DISK .S25	BOOT .DOC	DISK .S25
BOOTER .DOC	DISK .S17	BPNF .ASM	DISK .S26
BSM .PCL	DISK .310	BSPAT16B.ASM	DISK .S26
BUS1 .	DISK .S34	BUS2 .	DISK .S34
BUS3 .	DISK .S34	BUTTONS .LIB	DISK .S-5
BYTEAD .PCL	DISK .S32	BYTEMOV .ASM	DISK .S26
C-VERT .COM	DISK .S32	CASDSK .ASM	DISK .S15
CAT .ASM	DISK .S-9	CAT .ASM	DISK .S25
CAT .COM	DISK .103	CAT .COM	DISK .S-9
CATALOG .1	DISK .S15	CATALOG .16	DISK .S16
CATALOG .19	DISK .S27	CATALOG .24	DISK .S24
CATALOG .25	DISK .S25	CATALOG .31	DISK .S13
CATALOG .32	DISK .S14	CATALOG .8	DISK .S26
CATALOG .DOC	DISK .S25	CATD .ASM	DISK .S-9
CATD .COM	DISK .S-9	CATF .ASM	DISK .S-9
CATF .COM	DISK .S-9	CATL .ASM	DISK .S-9

Sample 1. The first page of my MAST.CAT file. Note that the programs are listed in alphabetical order with the disk identification number following each one and that the listing is paged and numbered. I modified CAT a little to include my name at the top. The command "CAT" initiated this printout.

A>CAT \*.\* \*.S-7

ROD HALLEN MASTER DISK CATALOG

FILES: \*.\* \*.S-7

NAME	DISK	NAME	DISK
ASM .COM	DISK .S-7	COPY .COM	DISK .S-7
CPM24 .COM	DISK .S-7	DDT .COM	DISK .S-7
DENSITY .ASM	DISK .S-7	DENSITY .COM	DISK .S-7
DUMP .ASM	DISK .S-7	DUMP .COM	DISK .S-7
EBASIC .COM	DISK .S-7	ED .COM	DISK .S-7
FORMAT .ASM	DISK .S-7	FORMAT .COM	DISK .S-7
HEART .ASM	DISK .S-7	LIST .COM	DISK .S-7
LOAD .COM	DISK .S-7	MOVCPM .COM	DISK .S-7
PIP .COM	DISK .S-7	REGEN .ASM	DISK .S-7
REGEN .COM	DISK .S-7	RUN .COM	DISK .S-7
SAVEUSER .COM	DISK .S-7	SINGLE .ASM	DISK .S-7
SINGLE .COM	DISK .S-7	STAT .COM	DISK .S-7
SUBMIT .COM	DISK .S-7	SYSGEN .COM	DISK .S-7
TTUSER .ASM	DISK .S-7	TTUSER .PCL	DISK .S-7
TTUSERZ .ASM	DISK .S-7	TTUSERZ .HEX	DISK .S-7
TTUSERZ .PRN	DISK .S-7	USER .ASM	DISK .S-7

Sample 2. A printout of all of the programs on a particular disk. In this case, S-7. "CAT \*.\* \*.S-7 means to list every program (\*.\*) on disk S-7.



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betical order, two columns wide, with the disk identifying number next to each entry (Sample 1). You can also call for the contents of a particular disk (Sample 2) or for a certain type of program (Sample 3). The ??? and \* entries used in other CP/M commands also function in CAT, giving you a wide choice of listings.

The CAT listings are paged and numbered so that the CP/M control-P printer toggle allows you to print hard copy of your catalog. I do this about once a month to keep mine fairly current. When I am looking for a specific program I can look in the latest copy of my catalog, or I can query CAT for its location. CAT even has a provision that lets you have the current date printed at the top of the hard copy.

## One Complaint

If I have any complaints with this package, it has to do with the alphabetical direc-

tory display listing programs that come with it. The ThinkerToys Discus 2D Disk Operating System lets me use single- or double-density disks interchangeably, but the directory programs will not work with double-density disks. This is because they read the directory by sector, instead of using the CP/M Disk Read primitive. The sequence of sectors is different for single- and double-density disks. Since Eliam supplies the source code, I'll have to sit down one of these days and do a little rewriting.

Another program included in the package is CATS, which reads a disk directory, sorts it in alphabetical order and puts it back on the disk. This is another one that works well with single-density but not double-density disks, and probably for the same reason.

Neither of these faults affects the Master Catalog System that works with all of my disks. The price is definitely a bargain; I would gladly have paid \$50! ■



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A>CAT \*.ASM

ROD HALLEN MASTER DISK CATALOG

FILES: \*.ASM

NAME	DISK	NAME	DISK
88-MODEM.ASM	DISK .S25	ADD .ASM	DISK .S29
ADD1 .ASM	DISK .S29	ADD2 .ASM	DISK .S29
ADD3 .ASM	DISK .S29	ADE .ASM	DISK .S27
ASSIGN .ASM	DISK .S15	BANNER .ASM	DISK .S26
BINLOAD1.ASM	DISK .S26	BIOS .ASM	DISK .S13
BOOT .ASM	DISK .S17	BOOT .ASM	DISK .S25
BNPF .ASM	DISK .S26	BSPAT16B.ASM	DISK .S26
BYTEMOV .ASM	DISK .S26	CASDSK .ASM	DISK .S15
CAT .ASM	DISK .S-9	CAT .ASM	DISK .S25
CATD .ASM	DISK .S-9	CATF .ASM	DISK .S-9
CATL .ASM	DISK .S-9	CATLZ .ASM	DISK .S201
CATLZ .ASM	DISK .S302	CATQ .ASM	DISK .S-9
CATS .ASM	DISK .S-9	CATU .ASM	DISK .S-9
CATZ .ASM	DISK .S201	CATZ .ASM	DISK .S302
CBIOS24 .ASM	DISK .S25	CONSTRL .ASM	DISK .S-6
CONSTRZ .ASM	DISK .S302	COPY .ASM	DISK .S15
COPY .ASM	DISK .S25	COPY .ASM	DISK .S27
COPYDSK .ASM	DISK .S16	COPYX .ASM	DISK .S15
CPMUTIL .ASM	DISK .S16	DCHAYES .ASM	DISK .S25
DCHDIAG .ASM	DISK .S25	DDTPATCH.ASM	DISK .S26
DENSITY .ASM	DISK .S203	DENSITY .ASM	DISK .S-7
DIABLO .ASM	DISK .S15	DISASSM1.ASM	DISK .S15
DISASSM2.ASM	DISK .S15	DISKDUPL .ASM	DISK .S26
DISKTES1.ASM	DISK .S26	DISKTEST.ASM	DISK .S15
DSKCAS .ASM	DISK .S15	DSKDIR .ASM	DISK .S26
DUMP .ASM	DISK .S203	DUMP .ASM	DISK .S13
DUMP .ASM	DISK .S-7	DUMP .ASM	DISK .S24
ED3 .ASM	DISK .S15	EDUCATOR.ASM	DISK .S16
EXAM .ASM	DISK .S15	EXPAND .ASM	DISK .S17
FASTLIST.ASM	DISK .S-1	FASTLIST.ASM	DISK .S31
FBIOS24 .ASM	DISK .S25	FBOOT24 .ASM	DISK .S25
FMAP .ASM	DISK .S26	FOCAL .ASM	DISK .S16
FORMAT .ASM	DISK .S203	FORMAT .ASM	DISK .S-7
FORMAT .ASM	DISK .S25	FORMAT1 .ASM	DISK .S26
FPP .ASM	DISK .S23	GO .ASM	DISK .S26
HEART .ASM	DISK .S203	HEART .ASM	DISK .S-7
HYS13 .ASM	DISK .S15	HYS15 .ASM	DISK .S15
ICOPY .ASM	DISK .S15	IDIR .ASM	DISK .S15
INITPARM.ASM	DISK .S-1	INTLIZE .ASM	DISK .S13
LETTER .ASM	DISK .S25	LINK .ASM	DISK .S27
LINK73 .ASM	DISK .S27	LIOG .ASM	DISK .S15
LITG .ASM	DISK .S15	MAC4 .ASM	DISK .S26
MALIBU .ASM	DISK .S13	MAZE .ASM	DISK .S15
MEMTST .ASM	DISK .S15	MODEM .ASM	DISK .S25
MOVDOWN .ASM	DISK .S16	PASCAL .ASM	DISK .S17

Sample 3. The start of a listing of all of the assembly language source programs in MAST.CAT. \*.ASM means to list every program in the catalog which ends with ASM.



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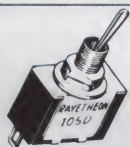
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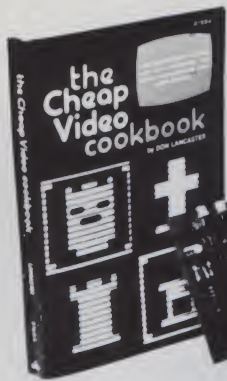
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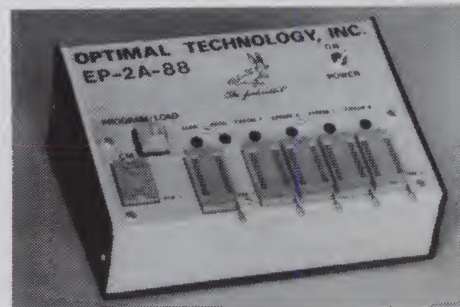
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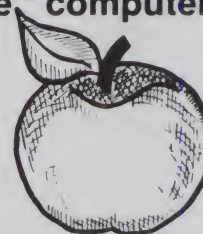
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SORT	85K	173	SORT and MERGE	85K SORT + 1275K Merge	1757
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As early buyers and proponents of the SWTP M6800 system, we had become discouraged with extreme load and save times at 300 baud. Even waiting for a binary load became excruciating, and we had no file management.

Floppy disk prices and software capability are improving, but \$1000 is still a lot of money for many of us to justify. Then along came Peter Stark's article, "Thoughts on the SWTP Computer System" (August 1979), on cassette interfaces for the M6800. We found the JPC's 4800 baud TC-3 interface and their cassette file management

software, CFM/3, and its many features most intriguing. After careful consideration, we bought the TC-3 interface and CFM/3 manual and listing.

Our cassette tape recorder provided the first problem. The TC-3's literature recommended the Radio Shack \$80 cassette stereo record/play deck as a minimum requirement. Our Sears \$39.95 special was, of course, not listed.

We made several attempts to save and load without success, even at the reduced rate of 600 baud. We broke out our home entertainment stereo tape deck, a Standard Radio model PRO 2000, and tried again. This time, we were successful on the first try at 4800 baud. Then, after a change of three bytes in the utility software, we tried it successfully at 7200 baud.

A bit cocky now, we tried at 9600 baud. This time, checksum errors sent us back to 4800 baud and its safety margin.

We purchased the CFM/3 for \$19.95 as an instruction manual and listing for an EPROM resident version assembled at

\$C000 to \$C7FF, with optional user command space from \$C800 to \$CFFF. An object code listing is available on cassette for \$6.95, and a programmed EPROM for \$69.95. JPC will program the customer's 2716 for an extra \$20.

An extensively annotated source listing assembled at \$7000 and object code listing for three versions came with the manual. (One EPROM version uses memory from \$7F80 to \$7FFF for stack, while another version uses \$A080 to \$A0FF and requires a modified memory board addressed as \$A000.) The EPROM version is convenient for those with the SWTP A-2 CPU board, allowing CFM/3 access by simply typing Z while in SWTBUG.

After a few hours of entering object code (2K) from the keyboard, that \$6.95 cassette price did not seem excessive at all.

We entered the \$C000 version into our SWTP MP-R EPROM programmer buffer and promptly burned into a 2716. We got no response from CFM/3 until we remembered to address a memory board at \$A000 for the stack.

Performance of the TC-3 and CFM/3 at this point was outstanding, especially considering that we had been limited to the SWTP SWTBUG and AC-30 cassette interface.

## CFM/3 Features

Features of CFM/3 are described in Stark's article, but we'll recap them for convenient reference.

- CFM/3 is a cassette file manager and operating system for use with the JPC Products' TC-3 cassette interface board. It is available in both RAM memory and EPROM resident versions. The EPROM version is on a single 2716, which is installed in a socket on the A-2 CPU board.
- CFM/3 is fast: it operates at 4800 baud with an ordinary audio cassette deck. It has complete error detection logic for reliability.
- It also handles six character-named files and will search a cassette for a requested file. The DIR command provides a directory

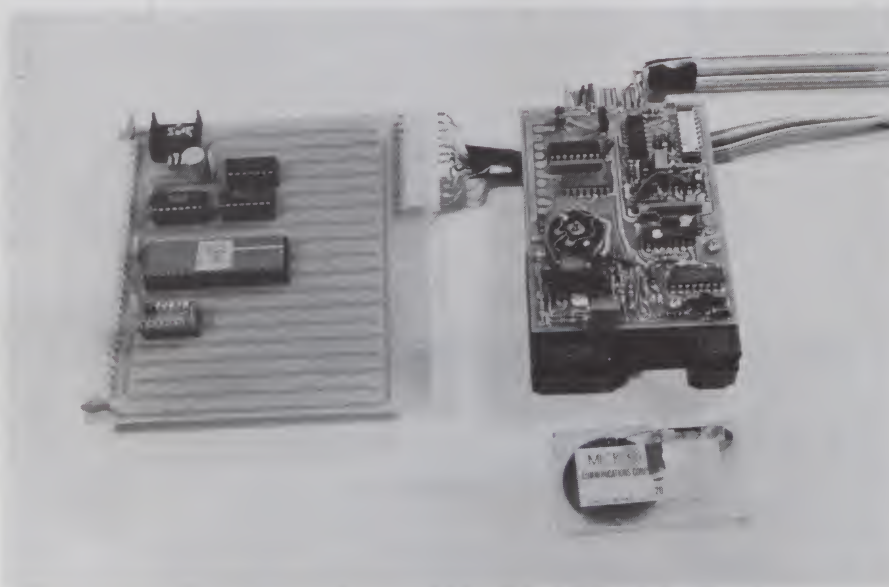


Photo 1. Micro read/write system, a tape wafer and the controller card.



of all files on a cassette, displaying name, file type and addresses.

- A Verify command allows the operator to ensure that a cassette file is error free.

- It handles linked files. Separate blocks of memory can be saved, loaded or run as a single file.

- In addition, AUTO-RUN, a transfer address, may be saved with the file for automatic execution when loaded by the run command.

- A copy command allows drive-to-drive copy on multi-drive systems.

- The CFM/3 supports BASIC and other system programs. BASIC can execute all CFM/3 operations. BASIC patches are supplied with CFM/3.

- It provides automatic tape motion control for one, two or three recorders. The command allows manual override of recorder operation.

- It includes memory manipulation commands: find a byte or word, compare memory blocks, move memory block, fill memory block, list memory block as hexadecimal or ASCII characters.

- Finally, it provides for a user command table. User commands may be added to EPROM version, since the user command table is not within CFM/3. User commands function exactly the same as CFM/3 commands.

JPC provides software patches with CFM/3 for SWTP 8K BASIC versions 2.2 (also works for 2.0) and 2.3, CORES editor/assembler and the TSC editor and assembler. The patches provide CFM/3 name file save and load functions, and also direct CFM/3 command access from the host program.

What more could we ask for in a cassette system? With the TC-3, CFM/3 and a stereo tape deck, we have 4800 baud, file management and motor control for a combined cost of approximately \$150, excluding EPROM cost.

For one thing, software control of the tape deck would add considerably to the convenience. Although CFM/3 supports motor control (select one of three) of the cassette deck, we must still manually key rewind, play and record functions on the tape deck.

Then we saw an advertisement by Micro Communications Corporation for a low-cost digital tape transport system. The \$125 price for the transport, complete with read/write and control electronics, demanded immediate consideration.

#### **Tape Transport**

The Micro transport is a simple mechanism consisting of a precision die-cast aluminum block in which are mounted a magnetic tape head, drive motor and capstan. The Micro wafer cartridge edge-loads into a



*Photo 2. Packaged system with two drives.*

slot in the block, and the capstan drives the tape at a single point.

Normal tape read/write speed is three inches per second. Nominal fast-forward speed is nine inches per second. Sensors detect the write permit (file protection) marker on the cartridge label and the end of the tape (EOT/BOT) reflector on the tape.

#### **Magnetic Tape Wafers**

The Micro tape wafer is both simple and inexpensive (a fraction of the cost of digital cassettes and cartridges) and can neatly fit into a first-class mailer. A Micro magnetic wafer is a small, thin, continuous-loop cartridge containing a single reel of tape with the ends spliced together.

In operation, the Micro single-point drive pulls the tape from the center of the wafer reel, causing the entire reel to rotate. Thus, the tape automatically winds around the outside of the reel at the same rate at which it unwinds from the inside.

#### **The Tape**

The recording tape used in wafers is different from ordinary recording tape. The base is Mylar, and its magnetic coating is a low-friction dispersion of chromium dioxide, instead of ferric oxide. The back (non-recording) side of the wafer tape is coated with low-friction, high-adhesive material that guarantees smooth tape motion. All digital wafers are certified for no errors at 3200 flux changes per inch (fci). Micro wafers are life-tested to exceed the published figures of small cassette tapes.

#### **Storage Capacity**

Wafers are available in five-foot in-

crements of tape length from a minimum of five feet to a maximum of 50 feet. Fifty feet of magnetic tape stores 1.92 million flux changes at 3200 fci. If your encoding/decoding scheme uses a phase-encoding technique, you could store 120,000 bytes of information on a 50-foot wafer.

#### **EOT/BOT and File Protect**

In a continuous-loop cartridge the end is, of course, the beginning and EOT = BOT. Thus, only one EOT/BOT indicator is required in a wafer. That indicator is a piece of reflective tape that splices both ends together. The EOT/BOT sensor included with the tape system generates an output signal each time the reflective splice is encountered.

File protection (WP) is generated by a conductive, removable sticker on the wafer label. The presence of the sticker enables writing. You peel off the sticker from the label to protect the tape; when you want to write on the tape again, you paste on a new sticker.

#### **Electronic Read/Write Tape System**

The Micro read/write digital data storage system is a complete digital input/output system designed for use in storing and retrieving digital information that is encoded and decoded by the user. In addition to complete electronics, the electronic read/write system contains sensors for both EOT/BOT and write permit.

When coupled with a microprocessor or other CPU (or the appropriate hardware logic), an electronic read/write system becomes a complete serial data storage and retrieval system at a fraction of the



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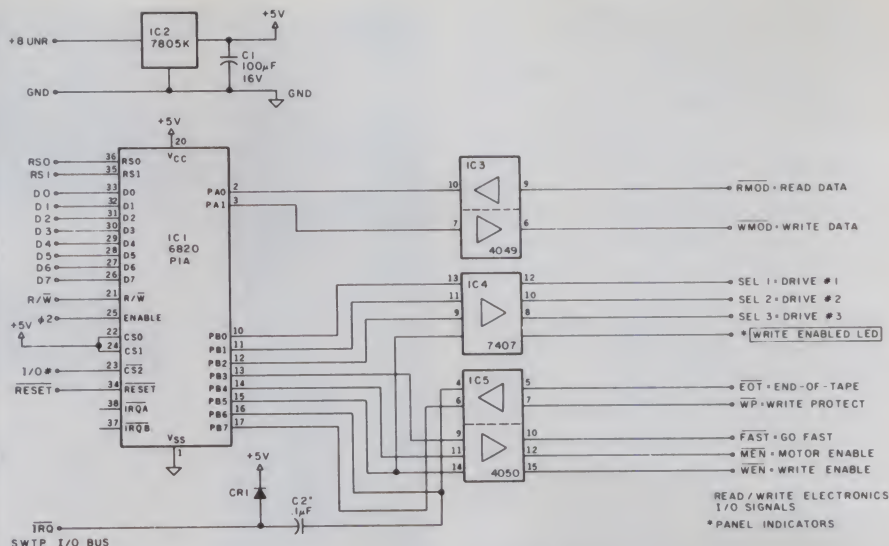


Fig. 1. Micro drive interface circuit.

usual cost. Because they leave the encoding and decoding to the user, the Micro electronic read/write system permits the use of any bit-serial, self-clocking code.

### Performance

The Micro electronic read/write system has distinct advantages. The input/output signals are TTL- and 5-volt-CMOS-compatible. All input/output signals are true digital logic levels. The analog circuit functions are completely transparent to the user.

The operating characteristics of the electronic read/write system are quite impressive, and certainly are more than you would expect from a low-cost digital tape system. Because of the high-packing densities, a transfer rate (using normal read/write speed of three inches per second) of 9600 fci is possible. The system can effect a 4800 baud transfer rate when reading and writing. The start time of the transport is 30 ms, while the stop time is 40 ms.

### Self-Clocking Codes

Because tape systems are basically mechanical assemblies, you cannot rely on those to maintain perfectly constant speed. To overcome this obstacle, a digital tape system must transmit a recorded clock signal along with the binary information. This information must be recorded together. Choosing a self-clocking code generally boils down to a compromise between tape storage and speed control.

### Hardware Interface

Full software control of the Micro tape transport requires the following I/O signals:

**Control inputs.** Write Enable (WEN) activates the head write current, Motor Enable (MEN) energizes the motor, FAST causes a

faster than normal tape speed and Select (SEL) selects all output buffers and enables all other inputs.

**Status outputs.** End of Tape (EOT) indicates the presence of the EOT marker at the window of the Micro wafer cartridge, and Write Permit (WP) indicates the presence of the write permit marker on the label of the Micro wafer cartridge.

**Data lines.** A Write Modulation (WMOD) transition, when WEN is true, causes a flux transition to be written; a Read Modulation (RMOD) transition represents a flux transition read from tape.

Note that all I/O signals are active low. The hardware requirements to interface the Micro tape transport with the TC-3 and CFM/3 looked simple.

At this point, with great expectations and some anxiety concerning compatibility, we phoned in an order for the Micro transport. The order, including mounting brackets (\$5 option) and a box of ten 20-foot wafers (\$28), arrived COD in a little over two weeks.

For the initial interface, we simply removed the analog conditioning components from the TC-3 board to convert the data input/output signals to a digital logic level and connected them to the Micro transport electronics board with a +5 and +12 volt source. We verified the operation of the Micro cassette (actually, micro magnetic wafer) data storage and retrieval system by using a jumper for write enable select and a VOM to monitor the end-of-tape (EOT/BOT) status output.

The TC-3 could have been butchered with jumper wire (all required functions are present; however, input lines other than Data In are not buffered and connected to the PIA). We elected to customize our controller on a Percom prototype board using wire-wrap techniques. Photo 1 shows the Micro read/



write system, a tape wafer and our controller card.

CFM/3 is configured to provide a logic false (high) signal at the PIA outputs, which is consistent with the requirements of the Micro tape transport. However, we determined that the data (WMOD) output line had a quiescent true (low) when initializing a write. Since Micro's installation manual specifies that the first data input transition must be from the false state to the true state, we decided to provide inverting buffers for both the write modulation and the read modulation lines.

Operation without the signal inversion does not appear to cause any adverse effects; in fact, the read modulation data input phase to CFM/3 is not at all critical with respect to the write modulation phase. Photo 2 shows the packaged system with two drives.

Fig. 1 is a schematic diagram of our interface circuit. Note that a CMOS 4050 buffer is used for all transport I/O signals except read and write modulation, where the pin-compatible 4049 inverting buffer is used. An open collector TTL 7407 buffer is used for transport select, since it has an on-board 10k pull-up resistor on the select input. 7407s, with pull-up resistor packages, could just as well be used for I/O signal buffers. An open collector buffered write enable signal drives an indicator LED. The protoboard shown in Photo 1 contains all of the electronics shown in the schematic.

The EOT status is capacitively coupled directly to the system's maskable interrupt bus rather than through the PIA. This was a matter of expediency, since our system is not using any other interrupts at this time.

A word of caution: The unmodified version of CFM/3 will initialize the controller PIA outputs to "turn-on-the-world" with a true logic state to the transport for select, motor on, fast motion and write enable.

#### Software Enhancements

To fully software-control the Micro transport, we made several modifications and added some features in CFM/3. We modified the Motor On and Motor Off routines to provide proper PIA strobing for Write Enable, if the write flag is set, and for transport de-select delay. We added a new prewrite routine to set up an interrupt service vector, move the tape beyond the BOT

marker, check the wafer for Write Permit and set the write flag. The interrupt service routine prevents going past the EOT marker and overwriting an existing program on the tape.

Two new commands—EOT and ERASE—are added to CFM/3. EOT will cause the tape to advance at nine ips (FAST) until the EOT marker is encountered. ERASE will do the same thing, except that the tape will be erased to the EOT marker.

#### File Manager Description

The description of modifications and additions to CFM/3 in Table 1 goes with the assembled source, Listing 1. The software that drives the Micro cassette transport is in the form of an overlay patch to CFM/3 providing jumps to several revised and new routines.

As their names suggest, MOTON and MOTOF control the motor in the transport. The routine STWRTF is called before any writing operation is executed.

The MOTON routine controls the SEL (bit 0,1,2), MEN (bit 4) and the WEN (bit 5) inputs to the transport. The drive selected (SEL) is determined by the contents of buffer DRIVE, which has been loaded by CFM/3. Motor Enable (MEN) is set active low by the ANDA instruction, and, depending on the condition of the write flag (WRTFLG), the write enable (WEN) is set. The word that has been built in the A accumulator is then output to the B side of the PIA at port 4.

The MOTOF routine clears the SEL, MEN and WEN inputs to the transport in the proper order. First, however, the interrupt mask is set (interrupts disabled) and the index register stored (XBUF1). Next, the MEN (bit 4) is set high (off); then, after a 50 ms delay, the WEN and SEL bits are also set high (off), and, after clearing the write flag, the X register is restored (XBUF1).

The STWRTF routine sets up the interrupts and examines EOT and Write Permit (WP, bit 7) outputs from the transport to determine if the write flag (\$A017) should be set. Follow through the routine from the beginning. First, the PIA is initialized and the interrupt vector is set up. Next, the motor is started by MOTON and EOT is examined for true low. If EOT is true, then the delay is initiated. This delay is deleted if EOT is already false.

In either case, at DONE1, the interrupt mask is cleared, and, after selecting the proper drive, the write permit input is examined. If WP (bit 7) is true low, then the write flag is set to \$FF. If the WP is false, then the flag must not be set, and an error message to that effect is output.

The interrupt service routine (IRQSER) is an exit mode for any writing operation if the EOT marker is encountered. An error message is output, and control returns to

CFM/3 ADDR	Original Code	New Vectors
\$C002	7E C2A9	7E C908
\$C296	86 07BA	7E C880
\$C29D	0F B67F	7E C89C
\$C4E6	BD C250	BD C8AD

Table 1. Modifications and additions to CFM/3.

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CFM/3 or to the calling program through CFM/3.

The two new commands, EOT and ERASE, use the subroutine FNDEOT. The FNDEOT routine first clears the write flag and then turns on the motor with the FAST (bit 3) set active low. At EOTYET, a loop is started to look for EOT (bit 6). By shifting left twice and watching carry, we are watching EOT. This loops to EOTYET until the carry is cleared (until EOT is true low) and the motor is shut off (MOTOF).

The EOT command calls FNDEOT as a subroutine directly, and, when done, control is returned to CFM/3 or the calling program through CFM/3. The ERASE command first calls STWRTF to set the write flag and then calls FNDEOT, but after the clear write flag instruction. From here on, the action is the same as the EOT command, except that termination will be by interrupt and an EOT error message.

The patches and overlay are assembled assuming CFM/3 is addressed starting at \$C000. In our case, it is in EPROM in an SWTP A-2 board. The extended command table is located from \$C800 to \$C810, and the new routines are resident from \$C880 to \$C939.

#### Summary

Although we are still operating at 4800 baud, tests at 7200 and 9600 baud have been completely successful. We expect to change over in the near future when we become ambitious enough to rerecord our existing files; however, due to the software and leader/trailer overhead, speed is only improved by 30 percent when going from 4800 baud. Perhaps it's not worth the effort. After all, 8K BASIC loads in 20 seconds, including leader, at 4800 baud.

The ability to patch a BASIC interpreter for sequential data files with CFM/3 would be a nice feature. There are at least two possibilities. Jerry Williams, JPC, advises that Computerware has been commis-

sioned to modify their cassette-based data file BASIC to work with CFM/3. Or, the disk data file routines of SWTP's BASIC 3.0 could be modified to substitute CFM/3 routines.

Exatron Corporation (see *Kilobaud Microcomputing*, the ad, "Stringy Floppy for SWTP," October 1979, p. 15; Bill Harvey's article, "The Exatron Stringy Floppy," same issue, p. 98; and Jim Perry's article "Stringy Floppy Encore," November 1979, p. 42) evidently uses the Micro Communications Corporation tape transport and magnetic tape wafers in its Stringy Floppy systems. An apparent difference is that Exatron's wafers are supplied uncertified (they also cost less than Micro's certified wafers) and must be user certified using their operating system Certify command.

Exatron's software is described as limited to "utility low-level drivers and an I/O package designed to reduce monitor dependency." Although they offer a user's manual and information package for evaluation, we have not succeeded in obtaining more than a single mimeographed sheet on the SWTP version. Based on currently available information and our experience, JPC's CFM/3 operating system, as modified herein, appears vastly superior to other tape systems.

The Micro tape transport and CFM/3 cassette file manager have been in service for nearly one year and have more than met our expectations for performance, reliability and convenience. ■

*We have been advised that Micro Communications Corporation has been acquired by Exatron Corporation, a major OEM user of the Micro tape transport and wafers. However, the micro read/write system is still available factory direct at \$135 (quantity one) and certified wafers at \$30 (quantity 10) from Micro Communications Corp., Exatron, Inc., 181 Commercial St., Sunnyvale, CA 94086, 800-538-8559.*

Listing 1. Micro cassette driver for CFM.

7F83	DRIVE	EQU	7F83
7F91	MESSAG	EQU	7F91
7FCF	XBUF1	EQU	7FCF
8012	PRTB	EQU	8012
A017	WRTFLG	EQU	A017
C024	CONTL	EQU	C024
C250	INITL	EQU	C250
C791	PBLANK	EQU	C791
E07E	PDATA1	EQU	E07E
	*		
C880	OPT	PAG	
	ORG	\$C880	
C880 0F	* MOTOF		SET IRQ MASK FIRST
C881 FF 7F CF			STASH X
C884 B6 80 12			
C887 8A 10			MEN OFF
C889 B7 80 12			
C88C CE 18 6A			
C88F 09			DELAY 50 MS
C890 26 FD			
C892 8A 3F			WEN, SEL OFF
C894 7F AD 17			CLEAR THE WRITE FLAG
C897 FE 0D CF			RESTORE X
C89C 86 7F 83	MOTON		SEL
C89F 43			

B SIDE OF PORT 4



```

C8A0 84 EF 17 ANDA #1110111B MEN ON (LOW)
C8A2 84 LDAB WRTFLG FF = WRITE
C8A5 84 BEQ MOT 00 = READ
C8A7 84 ANDA #1101111B WRITE BIT ON (WEN)
C8A9 84 STAA RTS
C8AC 39

*
* ROUTINE TO SET THE WRITE FLAG
*
C8AD BD C2 50 JSR INITL
C8AF BD C9 37 #IRQSER SET UP INTERRUPT SERVICE VECT
C8B0 84 C9 00 STX $A000
C8B3 84 BSR MOTON FIRST GET BEYOND EOT
C8B6 84 LDAA $8012 CHECK EOT
C8B9 84 ASLA
C8BB 84 CLC
C8BD 84 ASLA
C8BF 84 BSR
C8C1 84 LDX #8000 TIME DELAY TO CLEAR EOT
C8C3 84 DEX
C8C5 84 BNE *-1
C8C7 84 CLC
C8C9 84 LDAA DRIVE NOW CLEAR THE INTERRUPT MASK
C8CB 84 COMA GET WHICH DRIVE
C8CD 84 STAA SEL ON (ACTIVE LOW)
C8CF 84 LDAA MUST SEL WP FROM RIGHT DRIVE !
C8D1 84 ASLA WRITE PERMIT? (WP)
C8D3 84 BCS BIT 7 > CARRY
C8D5 84 CLR DISALLOW WRITE
C8D7 84 WRTFLG SET WRITE FLAG
C8DA 39 RTS

```

```

*
* ROUTINE TO FIND EOT
*
C8DB 7F A0 17 FEOT CLR WRTFLG
C8DE 8D BC MOTON
C8E0 84 F7 ANDA #11110111B TURN ON 'FAST'
C8E3 84 BSR PRTB BIT 3 = 'FAST'
C8E5 84 LDAA PRTB
C8E8 84 ASLA
C8EA 84 CLC
C8EC 84 ASLA
C8EE 84 BCS EOT = BIT 6
C8EF 84 BSR BIT 6 > CARRY
C8F0 39 MOTOF

```

MICRO DRIVE 03/08 00:02:55 TSC MNEMONIC ASSEMBLER PAGE 1

```

C8F0 8D E9 24 FNDEOT BSR FEOT
C8F2 7E C0 24 JMP CNTRL
*
C8F5 8D B6 B1 *COPY BSR STWRTF
C8F7 7E C0 B1 JMP $C0B1 COPY
*
C8FA 8D B1 CD *SAVE BSR STWRTF
C8FC 7E C0 CD JMP $C0CD SAVE
*
C8FF CE C9 08 ERROR9 LDX #ERMSG9 WP ERROR
C902 BD C9 08 JSR PDATA1
C905 7E C0 24 JMP CNTRL RETURN TO CNTRL & RESET STI
*
C908 20 50 ERMSG9 FCC / WP ERROR/
C909 20 50
C90B 20 50
C90D 20 50
C90F 20 50
C911 04 FCB 4
*
C912 FF 7E CF EXSAV STX XBUF1 STASH X
C915 FF 7E 91 LDX #PBLANK NULL MESSAGE
C918 FF 7E 91 STX MESSAG IN MESSAGE BUFFER
C91B 8D 7E 91 BSR STWRTF+3 SET WRT FLAG WITHOUT INITUL
C91D 7E C2 A9 LDX XBUF1 RESTORE X
C920 7E C2 A9 JMP $C2A9 EXSAVE
*
C923 8D 88 ERASE BSR STWRTF
C925 8D B7 BSR FEOT+3
C927 7E C0 24 JMP CNTRL
*
C92A 45 54 EOTER FCC /EOT ERROR */
C92B 45 54
C92D 20 54
C92F 20 54
C931 20 54
C933 20 54
C935 20 54
C936 04 FCB 7,4

```

```

*
* INTERRUPT SERVICE ROUTINE
*
C937 0F C8 80 IRQSER SEI
C938 8D C9 2A JSR MOTOF DISABLE INTERRUPT MASK & STOP MOT
C93B CE C9 2A LDX #EOTER
C93E BD C9 2A JSR PDATA1 PRINT EOT ERROR MSG
C941 7E C0 24 JMP CNTRL THIS RESETS STACK & CLEANS UP
*
*
C800 ORG $C800
C801 02 FCB $C8,2
C802 45 FCC /EOT/ FIND EOT
C803 45 54
C805 7E C8 F0 JMP FNDEOT
C808 45 FCC /ERASE/ ERASE TO EOT
C809 45 41
C80B 55 45
C80D 7E C9 23 JMP ERASE
C810 80 FCB $80

```

NO ERROR(S) DETECTED

#### SYMBOL TABLE:

CONTL	C024	COPY	C8F5	DONE1	C8C6	DRIVE	7F83
EOTER	C92A	EOTYET	C8E5	ERASE	C923	ERMSG9	C908
ERROR9	C825	EXSAV	C937	FEOT	C8DB	FNDEOT	C8F0
INITL	C250	IRQSER	C937	MESSAG	7F91	MOT	C8A9
MOTOF	C880	MOTON	C89C	PBLANK	C791	PDATA1	E07E
PRTB	8012	SAVE	C8FA	STWRTF	C8AD	WRTFLG	A017
XBUF1	7FCF						

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| (3) GOD REST YE MERRY GENTLEMEN  | (9) O LITTLE TOWN OF BETHLEHEM |
| (4) HARK! THE HERALD ANGELS SING | (10) SILENT NIGHT              |
| (5) JINGLE BELLS                 | (11) WE THREE KINGS            |
| (6) JOY TO THE WORLD             | (12) WHAT CHILD IS THIS?       |

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The programs most outstanding feature is its sorting capabilities. Mail/List allows you to choose which names you want to be printed from the whole list. For example, all people in one zip code, or all people named Jones, who are living in a particular city or state. For any name in your list you can assign a code within the CODE field. You can then specify the code when printing labels, and only names with that code will be printed out. You can specify up to 9 different codes!

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- Prints selective name listings.
- Revise or update listings at any time.
- Up to 2500 names on-line (with 4 drives).
- Prints a list of all names on file.
- Prints mailing labels.

This package requires the following minimum system:

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# Dial-up Directory

---

*A look at the ST80 series of data communications programs for the TRS-80.*

---

Frank J. Derfler, Jr.  
PO Box 691  
Herndon, VA 22070

**M**erry Dial-up and welcome to my holiday party. The featured Santa at this party has the coolest TRS-80 data communications programs in town. We will also take a look at some direct-connection modems and other goodies that will put a lump in your stocking.

## ST80

I have been hearing about the ST80 series of data communications programs for the Radio Shack TRS-80 for a year. The author, Lance Micklus, has been begging off on a review until the "right time."

Well, the time is right now. Lance has gotten his series of programs in order, and I can now describe them to all of you out there who would like to use your TRS-80s as terminals for data communications.

The ST80 series is made up of three programs for the TRS-80 Model I/III and one for the TRS-80 Model II. The programs differ in the number of features they give your handy Tandy terminal and, of course, in the cost.

The most elementary program is called the ST80-UC. The UC stands for universal communications. This program can best be described as a terminal emulator. It makes your TRS-80 think it is a terminal with most of the standard terminal features (plus a few surprises I'll mention shortly). It will run on a Level II system with 4K or more memory and comes on tape in two versions—one for high memory and one for low. Disk system users can use a standard utility program to load the high-memory tape version to disk.

A TRS-80 running under ST80-UC will have full cursor control and scrolling. It will transmit control codes, escape, left and right brackets, repeat, rub out and an extended null break. The video driver program is compatible with all popular lowercase modifications. The program will also drive

the TBEEP2 audio device manufactured by Web Associates. This provides the bell function found on video terminals.

The ST80-UC terminal features I have described so far are standard. There is one nonstandard feature that can be very useful—the sleep beep. Hams will recognize it as auto-start. The computer will remain in a monitor mode, not displaying anything until it receives a preset string in through the RS-232 port. When it recognizes its string, it wakes up, says "beep" (it even prints it on the screen) and displays any input. A string of Z's puts it back to sleep after it receives and displays a message. This provides you with an automatic message recording service. It can be used with telephone inputs (with an auto answer modem) or on an amateur radio link.

The ST80-UC is available in versions to run with the TRS-80 serial board, the Lynx direct-connection modem and the Micro-Connection. The price is \$25.

The ST80-UC gives you a terminal with no memory. (That is my definition of a dumb terminal.) Lance Micklus calls it "half smart" because of the cursor addressing and other features. The ST80 series has a program that will turn your TRS-80 into a true "smart terminal" by anyone's definition.

ST80-III is an ultimate program. It is the heavy-duty workhorse that will get your TRS-80 Model I or Model II into (almost) any system. It does everything the UC version does. It is a disk-based system that can save anything it receives on disk and call it out for later review, manipulation, editing or retransmission.

ST80-III uses a software translation table which is easily modified from the keyboard. The translation table is the key to the flexibility of the program because everything is filtered through it. This means you can customize your TRS-80 to serve as a terminal for practically any computer system. Since the customizing is all done in software, you need only change disks to be perfectly meshed with the different host systems you may use.

The degree of customizing is significant. You can change the effect of received control characters on the video display. You can remove or alter control characters that might otherwise interfere with the operation of your printer or other peripherals. You can define ten special-purpose keys so that the proper command is conveniently sent with just one keystroke. You can give the translation table your log-on, password and usual beginning data, and it will send them automatically.





The program lets you set a transmitted parameters such as line feeds, nulls and even echo for working TRS-80 to TRS-80 direct. All of the serial board parameters are keyboard selected and stored in software. The program also has the transmission prompt feature, which is a must for working with IBM and some Harris computers.

ST80-III has two unique security features. The first is a file scrambler. All files (program, data, etc.) are transmitted as ASCII files. Any of these files can be scrambled by a random number generator driven by a 25-character password. Of course, another program is available to reverse the process—providing you get the password exactly right.

Lance estimates that after working on the encrypted file for 40 centuries, you might have a 50 percent chance of breaking it. Industrial espionage being what it is, this kind of file encryption is one way to stop leaks. Other folks in less risky businesses might want to play with the encryption process or use it to send love letters, but if you forget the password or enter it incorrectly, don't call Lance. There is *no* way to recall it. Hams, remember that the use of encryption on the ham bands is not legal.

The second security feature consists of a built-in program serial number that can be interrogated from the far end. This can be used in two ways that I can think of right now. Various systems you check into can interrogate your program and compare your serial number with one you stored earlier. Then they know it is really you, and will deliver messages and data addressed to you.

Also, a canny software distributor could arrange with certain systems to interrogate users and then provide a list of names and numbers. The distributor would then know who had violated the contract (the software license) by making program copies for other than their own use.

ST80-III is available in versions for both the Model I/III and Model II TRS-80s. The Model I/III version costs \$150, and Model II (CP/M or TRSDOS) costs \$200.

Obviously, ST80-III is a bit more than the average hobbyist needs. There is another program between the \$25 UC and \$150 III. I skipped it because it was easier to describe the III first and then tell you what the lesser program doesn't do. The middle program is called the ST80-D; it is sometimes marketed as the ST80-II.

The D version does not have the security features. It does not have prompted transmission, so it will not work with many commercial mainframe computers. The auto log-on feature is limited and will probably only work with simple hobby systems. ST80-D is available only for the Model I TRS-80 with disk. It costs around \$85.

All of the ST80 programs come with some



*The D-CAT is the familiar CAT modem in a direct-connection version. It is wired in between a standard telephone handset and the phone body and avoids the noise and distortion problems of acoustic coupling.*

utilities. The UC comes with a program in the public domain called Message BASIC. This allows you to compose messages off-line and have them ready to send when you make your connection. ST80-D and ST80-III have file-handling utilities that allow you to get the checksum of a file (is it all there?), tell the type of a file and do other similar functions.

Lance says one of his next projects is an ST80 extension which will parallel a distant user across the TRS-80's keyboard for game playing and education. Lance is also working on a version of ST80-III for the Heath H-89.

The ST80 series has been constantly updated and is well supported. These programs can provide tremendous power and flexibility for your dial-up operations. All ST80 programs are available from Small Business Systems Group, 6 Carlisle Rd., Westford, MA 01886, 802-863-4588.

Also, Houston Micro-Computer Technologies has been advertising complete Source/MicroNet packages including system membership, a modem and an ST80 program at good prices.

#### Direct Connection

Have you noticed all of the direct-connection modems in the new products section of *Microcomputing*? This term refers to how the modem hooks up to the phone line. A direct-connection modem just plugs into the phone jack. An acoustic modem has cups to accept the phone handset.

Direct connection reduces portability, but I don't believe too many of us carry our systems around much. Acoustic coupling has no advantage other than portability and the fact that the modems don't have to go through an FCC certification process. This process is expensive and has raised the

price of direct-connection modems. The manufacturers have recently gotten a handle on this certification, and we have seen many direct-connection modems coming out at prices competitive with the acoustic type.

Novation has a direct-connection version of the famous CAT modem called the D-CAT. The D-CAT lists for \$199 and features controls for a special hold function and complete self-test. It is a neat little package that can slip in right under the phone. The D-CAT is connected between the phone handset and the phone itself using the standard modular plugs. If you have an older phone without the modular plugs, you can probably trade it in for a new one or install it using modular plugs you buy yourself.

Emtrol Systems, Inc., has introduced a direct-connection modem that hooks into the TRS-80 without using the expansion interface. The Lynx modem goes between the phone and the wall, again using modular plugs and jacks.

The Lynx operates in either the originate or answer modes and can plug into either the TRS-80 keyboard or the expansion interface. It cannot be used, however, with the Radio Shack RS-232 board in place.

My initial inspection of the Lynx shows it to be a well-designed and well-made piece of equipment supported by good software. The company that makes it has been in business for over 20 years and is well-known in the area of industrial controls. If it meets your needs, don't hesitate to order a Lynx to fill your Christmas stocking. *It sells* for \$239.95 from Emtrol Systems, Inc., 1262 Loop Road, Lancaster, PA 17601.

I introduced the Micro-Connection in a previous column (October). It is also a direct-connect modem that works with the



TRS-80 without the need of an expansion interface box. In addition, the Micro-Connection provides a separate RS-232 output that can be used with or without the modem function, but you may want to order a special version of ST80 series software to get the most out of this device. It sells for about \$250 with dumb-terminal software.

Modtech, Inc., has started to make a series of reasonably priced direct-connection modems for RS-232-equipped systems. Their M103 is originate-only and lists for \$216. They have an originate/auto-answer M-103A for \$316.

Racal-Vadic has come out with a complete modem housed inside a standard tele-

phone. Their ModemPhone simply hooks up to the computer or terminal and is ready to use. It comes in an originate-only model for \$250 and an originate/auto-answer for only \$330. This is a good price when you consider you get a phone too. Racal-Vadic is at 222 Caspian Drive, Sunnyvale, CA 94086.

Direct connection is the way modems are moving. I predict the demise of acoustic coupling. Does that mean that all of us with acoustic-coupled modems need to update? Indeed no. All of those acoustic couplers out there will continue to work as well as they ever have.

But if you have been having any distortion problems, you may be interested in an-

other new product from Novation. Their Super Mike is an FCC-approved condenser microphone that replaces the carbon microphone in most common handsets. They claim it greatly reduces distortion. It sells for \$9.95.

#### Season's Greetings

This completes one year as author of Dial-up Directory. If you have any comments, please mail them to PO Box 691, Herndon, VA 22070. Include a stamped envelope if you want a reply. Electronic mail is welcome through the AMRAD CBBS (703-734-1387), to TCB967 on The Source or 70003, 455 on MicroNet. ■

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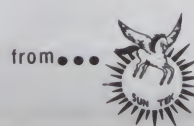
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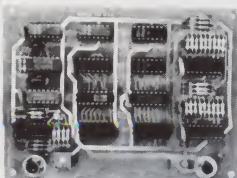
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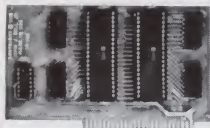
## A to D D to A CONVERTER



The JBE A-D and D-A Converter can be used with any system having parallel ports, and interfaces with JBE Parallel I/O Card (see below). A-D conversion time is 20µS, D-A conversion time is 5µS. Uses include speech, music synthesizing, slow scan TV, and joystick or paddle control inputs. Uses single power supply (5V), see JBE 5V power supply below. Parallel inputs and outputs include 8 data bits, strobe lines and latches. Analog inputs and outputs are medium impedance zero to five volt range.

79-287 ASSM. **\$79.95**  
KIT **\$59.95**  
BARE BOARD **\$29.95**

## APPLE II PARALLEL INTERFACE



JBE Apple II Parallel I/O Card interfaces printers, synthesizers, keyboards, and JBE A-D and D-A converter and solid state switches. This interface has handshaking logic, two 6522 VIAs and a 74LS74 for timing. Inputs and outputs are TTL compatible.

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79-282 4 CHANNEL ASSM. **\$49.95** KIT **\$39.95** BARE BOARD **\$24.95**

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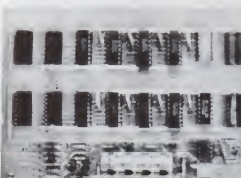
### 5 VOLT POWER SUPPLY

This 2¼x2½" 5V 500MA power supply is protected against short circuit and thermal breakdown and uses a wall transformer for safety. It operates JBE A-D and D-A converter, 8085 computer, 8088 computer & 6502 micro-microcomputer. Documentation is included.

80-160 ASSM. **\$20.95**  
KIT **\$16.95**  
BARE BOARD **\$ 8.95**



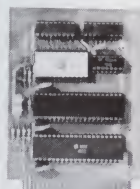
## DIMMER CONTROL



The JBE Dimmer Control has 4 channels, 256 brightness levels, on-board power supply and four 8-bit parallel input ports (not latched). This board interfaces with the JBE Solid State Switch and Apple II Parallel Interface Card (documentation included).

80-146 ASSM. **\$89.95**  
KIT **\$79.95**  
BARE BOARD **\$25.95**

## 6502 MICRO-MICROCOMPUTER



This JBE 3½x5" Micro-Microcomputer has the following:

- 1024 Bytes of RAM (two 2114s)
- 2048 Bytes of EPROM (2716)
- Uses one 6522 via (documentation inc.)
- 2 8-bit bidirectional I/O ports
- 2 16-bit programmable timer/counters
- Serial Data Port
- Latched output and input with handshaking logic.
- TTL and CMOS compatible

The 6502 Microprocessor is particularly suited for control functions such as temperature control, burglar alarm, electric wheelchair, lights, etc. This Micro-Micro Inter-

faces with the JBE Solid State Switch and A-D and D-A Converter and uses the JBE 5V power supply (see below). 2716 EPROM is available separately (not included in kit or asm. board). A 50 pin connector

80-153 ASSM. **\$110.95**  
KIT **\$ 89.95**  
BARE BOARD **\$ 24.95** is included.

## APPLE II DISPLAY BOARD



This handy little (3x7") board is ideal for teaching and troubleshooting. It has a run — stop, single step switch which makes identification of shorted lines between address or data-bits easy and shows single steps for teaching computer logic. The display board has 16 Address LEDS, 8 Data LEDS & 1 RDY LED. All lines are buffered.

80-144 ASSM. **\$49.95**  
KIT **\$42.95**  
BARE BOARD **\$25.95**

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### CRT CONTROLLER

This intelligent CRT Controller is completely contained on a 6x6½" printed circuit board. The design is based on an 8085A Microprocessor and an 8275 Integrated CRT Controller. It features the following:

- 25 Lines, 80 characters/line
- 5x7 Dot Matrix
- 8085 CPU
- Two 8185s
- Two 2716s (1 for software, 1 for user programmable character generator)
- Serial interface RS232 and TTL
- Baud rates of 110, 150, 300, 600, 1200, 2400, 4800 & 9600.
- Keyboard Scanning System
- Uses +5V power supply and ±12V power supply (both available from JBE — see above)

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### 8085 3-CHIP SYSTEM

State-of-the-art system using 3 IC's, an 8085, an 8156 and either an 8355 or 8755. The system has the following:

- 3 MHz 8085 CPU
- 256 bytes static RAM
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- 38 parallel input/output lines
- 2 serial input/output lines
- Instruction set 100% upward compatible with 8080A
- 14-bit counter/timer

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### 8088 5-CHIP SYSTEM

An 8086 Family microcomputer system using 5 IC's, an 8088 CPU, and 8284 clock generator, an 8155 RAM/IO/Timer, an 8755A EPROM/IO and an 8185 (1K x 8) Static RAM. This system has the following:

- 16-bit internal architecture
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- 2048 bytes of EPROM
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- 14-bit counter/timer
- Instruction set 100% compatible with the 8086

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# Multi-Base Calculator

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If you want to program micro-processors, you must learn to use several number bases. Leaf through any hobby computer magazine. Programs are written in octal, hexadecimal or split-octal, to name only a few of the common non-decimal number systems used today.

The problem comes when you start to program your own machine. You must not only be able to convert from one system to another, but you must also often perform simple arithmetic in any number base. Texas Instruments realized this when they introduced their TI Programmer/Calculator to aid people using different number bases.

The concept of a calculator that will work in any number base is excellent, but if you already own a personal computer, why not let it do the job for you?

I ran across a BASIC program (originally attributed to Benton Harbor) in a Digital Group Independent Users

Group publication called *Bridge* that did the job reasonably well. The trouble with that program was it had several calculation errors in it, countless GOTO circles to follow and no remarks to help me figure out how it worked.

Still, I liked the idea of a multi-base calculator and decided to write a BASIC program of my own that would be easy to understand and modify, if required.

## Modified Program

The following styled program is the result of about two weeks of hair-pulling effort. You can see from the sample run that the program does what it should. It translates or computes in any of five number bases. This program is especially useful if you work in split-octal, since it removes all the hassle of keeping track of both page and byte numbers.

The program is written in Digital Group's Maxi-BASIC, which should translate easily to other personal computers using an extended BASIC. There are several things that may need explanation, however.

I used numerous REM state-

ments to make the program self-documenting. But if you do not need documentation, you

can eliminate all REM statements and the program will still work. Also, it is not necessary

## Program listing.

```
100 REM CALC 26 APRIL 79 HAL KNIPPENBERG
105 REM
110 REM STYLIZED AND CORRECTED VERSION OF A PROGRAM LISTED IN
115 REM 'BRIDGE', VOL 1, NUMBER 2, WITH CHANGES IN VOL 1,
120 REM NUMBERS 4, 5, AND 6
125 REM
130 REM VARIABLES A,I INDEX COUNTERS
135 REM B VALUE OF BASE
140 REM B1 FLAGS BASE USED
145 REM BS BASE NAME
150 REM C COUNTS DIGITS
155 REM E ERROR FLAG
160 REM ES EXPRESSION TO BE CALCULATED
165 REM H DIGIT BEING CONVERTED
170 REM HS PROCESSING RESULTS
175 REM M FLAGS OPERATION
180 REM S STORES ARITHMETIC RESULTS
185 REM T LAST NUMBER DECODED
190 REM U FIRST NUMBER DECODED
195 REM X PERTINENT POWER OF BASE
200 REM XS TEMPORARILY HOLDS SUBSTRINGS
205 REM Z CALLS MACHINE LANGUAGE SUBROUTINE
210 REM
215 DIM ES(40)
220 DIM HS(18)
225 REM
230 REM *****
235 REM START MAIN ROUTINE
240 REM
245 Z=CALL(12762) REM CLEAR TV SCREEN
250 REM
255 REM <<< MULTI-BASE CALCULATOR >>>
260 REM
265 REM "BASE DESIGNATORS: T = DECIMAL H = HEX Q = OCTAL"
270 REM " S = SPLIT-OCTAL W = BINARY"
275 REM " MATH OPERATIONS: +, -, *, /"
280 REM
285 REM "DIFFERENT BASES MAY BE MIXED IN THE SAME EXPRESSION."
290 REM "BUT YOU MUST ENTER THE BASE DESIGNATOR FOR EACH"
295 REM "NUMBER IF DIFFERENT FROM INITIAL ENTRY."
300 REM "(SEPARATE SPLIT-OCTAL NUMBERS WITH A SPACE)"
305 REM
310 REM "TO CHANGE BASE OF PREVIOUS ENTRY, ENTER DESIRED"
315 REM "BASE DESIGNATOR ONLY. ENTER 'OUT' TO END PROGRAM."
320 REM
325 REM B=10 REM INITIAL BASE
330 REM
335 REM M=0 HS="" REM RESTART POINT
340 REM
345 REM
```



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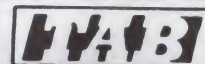
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to include all the spaces between a line number and the first character of a line statement. These spaces are used for clarity.

Line 245 may be deleted. I use a short machine-language subroutine to clear my TV screen prior to printing. If you have a CLEAR command, use it instead.

In Maxi-BASIC, substrings are handled very simply. For instance, if A\$ is equal to "ABCDE" then A\$(1,3)="ABC" and A\$(2,4)="BCD". If only one number is contained in parentheses, then the string printed is from that number to the end of the string. In other words, A\$(3)="CDE" while A\$(4)="DE". If your BASIC uses LEFT\$, RIGHT\$ and MID\$ to manipulate substrings, make the following changes:

Line 370 — E\$(A,A) to MID\$(A\$,A,1)

Line 640 — H\$(I,I) to MID\$(H\$,I,1)

Line 835 — H\$(1,8) to LEFT\$(H\$,8) and H\$(9) to RIGHT\$(H\$,8)

Line 855 — H\$(1,3) to LEFT\$(H\$,3) and H\$(4) to RIGHT\$(H\$,3)

In Maxi-BASIC, # means PRINT, and a colon is used to separate multiple statements on the same line.

### Limitations

As handy as the Multi-Base Calculator program is, there are two things it will not do. When working in bases other than decimal, lines 685 and 735 limit the calculator program to numbers between 0 and 65535 (decimal) to stay within the range of the addressing capabilities of most microprocessors. Also, when dividing numbers other than decimal, the calculator program cannot print fractions. Instead, it prints only the integer result of the division.

Multi-Base Calculator is a handy tool for any serious-minded microprocessor programmer because it will allow the programmer time to think about the problem he is computing—not how to convert from one base to another. ■

```
<<< MULTI-BASE CALCULATOR >>>
BASE DESIGNATORS:  T = DECIMAL  H = HEX  Q = OCTAL
                   S = SPLIT-OCTAL  W = BINARY
MATH OPERATIONS:  +, -, *, /
```

DIFFERENT BASES MAY BE MIXED IN THE SAME EXPRESSION BUT YOU MUST ENTER THE BASE DESIGNATOR FOR EACH NUMBER IF DIFFERENT FROM INITIAL ENTRY  
(SEPARATE SPLIT-OCTAL NUMBERS WITH A SPACE)  
TO CHANGE BASE OF PREVIOUS ENTRY, ENTER DESIRED BASE DESIGNATOR ONLY ENTER 'OUT' TO END PROGRAM

```
EXPRESSION:  T1000=0                      1750    OCT
EXPRESSION:  H                      3E8    HEX
EXPRESSION:  S                      003 350    OCS
EXPRESSION:  W                      00000011 11101000    BNY
EXPRESSION:  Q101+17B3=S
SORRY, I CAN'T HANDLE  Q101+17B3=S
EXPRESSION:  Q101+H17B3=S                      027 364    OCS
EXPRESSION:  H                      17F4    HEX
EXPRESSION:  S377 377=H                      FFFF    HEX
EXPRESSION:  0                      177777    OCT
EXPRESSION:  S001 254*2=S                      003 130    OCS
EXPRESSION:  T35-167=T                      -132    DEC
EXPRESSION:  H
SORRY, I CAN'T HANDLE  H
EXPRESSION:  OUT
```

Sample run.

```
350 INPUT " EXPRESSION ",E$
355 IF E$="OUT" THEN 800
360 REM FOR A = 1 TO LEN(E$)
370 X$=E$(A,A)
375 IF X$="T" THEN B=10 B1=1 B$="DEC" GOTO 460
380 IF X$="H" THEN B=16 B1=2 B$="HEX" GOTO 460
385 IF X$="Q" THEN B=8 B1=3 B$="OCT" GOTO 460
390 IF X$="S" THEN B=8 B1=4 B$="OCS" GOTO 460
395 IF X$="W" THEN B=2 B1=5 B$="BNY" GOTO 460
400 IF X$="+" THEN M=1 GOTO 540
405 IF X$="-" THEN M=2 GOTO 540
410 IF X$="*" THEN M=3 GOTO 540
415 IF X$="/" THEN M=4 GOTO 540
420 IF B=8 THEN IF X$="." THEN 455
425 IF B=2 THEN IF X$="." THEN 460
430 IF X$=" " THEN U=T GOTO 540
435 IF X$("<" THEN 565
440 IF X$(">" THEN 565
445 IF X$="9" THEN 455
450 IF X$="A" THEN 565
455 H$=H$+X$
460 NEXT A
465 REM IF M=1 THEN T=U+T
470 IF M=2 THEN T=U-T
480 IF M=3 THEN T=U*T
490 IF M=4 THEN T=U/T
495 S=T REM SAVE RESULTS
498 REM CHANGE DEC. TO BASE
500 GOSUB 730
505 IF E=1 THEN 565
510 REM #TAB(50-LEN(H$)):H$,B$ REM PRINT RESULTS
515 #""
520
525 REM T=S GOTO 340 REM GET NEXT EXPRESSION
530 REM GOSUB 615 REM CHANGE BASE TO DEC.
540 IF E=1 THEN 565
550 REM H$="" GOTO 460 REM CONTINUE DECODING
565 #"" REM ERROR MESSAGE
570 # "SORRY, I CAN'T HANDLE " E$
575 #""
580 E=0 GOTO 340 REM TRY AGAIN
585 REM -----
590 REM SUBROUTINE BASE TO DECIMAL CONVERSION
595 REM IN B, H$
600 REM OUT T
610 REM IF B=10 THEN T=VAL(H$) GOTO 630
```

```
620 T=0 E=0 X=1 C=0
625 FOR I=LEN(H$) TO 1 STEP -1
630 C=C+1 REM COUNTS DIGITS
635 REM
640 H=ASC(H$(I,I))-48 REM CHANGE ASCII TO
645 IF H>9 THEN H=H-7 REM A NUMBER
650 REM
655 IF H=-16 THEN X=256 GOTO 680
660 IF (H<0 OR H>(B-1)) THEN E=1
665 IF B1=4 THEN IF (C=3 OR C=7) THEN IF H>3 THEN E=1
670 T=T+(H*X)
675 X=X*B
680 NEXT I
685 IF (T<0 OR T>65535) THEN E=1
690 RETURN
695 REM -----
700 REM SUBROUTINE DECIMAL TO BASE CONVERSION
705 REM IN B, T
710 REM OUT H$
715 REM
720 REM
725 H$="" E=0
730 IF B=10 THEN H$=STR$(T) GOTO 865
735 IF (T<0 OR T>65535) THEN E=1 GOTO 865
740 IF B=16 THEN X=4096 ELSE X=32768
745 IF B1=4 THEN X=16384
750 H=INT(T/X)
755 T=T-(H*X)
760 IF H$="" THEN IF H=0 THEN 790
765 REM
770 H=H+48 REM CHANGE NUMBER TO
775 IF H>57 THEN H=H+7 REM ASCII
780 REM
785 H$=H$+CHR$(H)
790 X=X/B
795 IF X<1 THEN 825
800 IF B1=4 THEN IF X=32 THEN X=64
805 GOTO 750
810 REM
815 REM FORMAT THE OUTPUT
820 REM
825 IF B<2 THEN 845
830 IF LEN(H$)<16 THEN H$="0"+H$ GOTO 830
835 H$=H$(1,8)+" "+H$(9)
840 REM
845 IF B1<4 THEN 865
850 IF LEN(H$)<6 THEN H$="0"+H$ GOTO 850
855 H$=H$(1,3)+" "+H$(4)
860 REM
865 RETURN
870 REM
875 REM -----
880 REM END
885 REM
890 REM
895 REM
900 REM
905 REM
910 REM
915 REM
920 REM
925 REM
930 REM
935 REM
940 REM
945 REM
950 REM
955 REM
960 REM
965 REM
970 REM
975 REM
980 REM
985 REM
990 REM
995 REM
1000 REM
```





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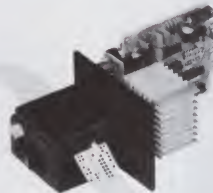
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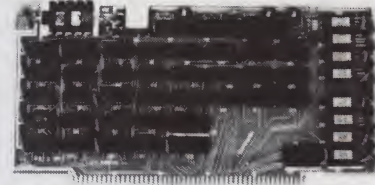
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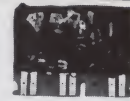
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# From Zip to Zone

*A little subroutine that can save businesses a lot of time.*

William Klungle  
1820 W. Lakewood  
Holland, MI 49423

Several years ago I added a "little" subprogram to the order entry system of my company's invoicing department. Just as the song says, "little things mean a lot," this subprogram saves time and spares valuable personnel the drudgery of a repetitious, monotonous task.

The subprogram is a very simple test routine that will convert the zip code entered on your work-order, shipper and invoice forms to the UPS or parcel post shipping zone number.

If you happen to live in Michigan, you can use this subprogram just as it is listed here (see Listing 1). If you live elsewhere, you will have to match the zip-code breaks to the zones as they apply to your location. Unfortunately, the zip-to-zone postal charts don't seem to have any logical pattern so the most difficult part of programming this routine is the time it will take to enter and check all of the zip-code number groups necessary to determine the various zones.

This subprogram was originally written for a Hewlett-Packard HP-3000, and was later converted for an HP-250. This same routine has been programmed on the Radio Shack TRS-80 Model I. Since the BASIC commands used are from the universal BASIC programming language, the routine may be used with any version of BASIC.

## Exploring the Subprogram

The subprogram comprises a series of tests that use the numeric equivalent of the first three positions of a zip code to deter-

mine the proper shipping zone. The string variable Z\$ is set with the zone number as a result of the tests. Before the subprogram is called, you must set a numeric variable (Z1)

to the value of the first three positions of the zip code. Depending upon the commands available in your version of BASIC, there will be numerous ways to do this.

*Listing 1. Zip to zone subroutine.*

```
1000 REM: ZIP TO ZONE SUB-ROUTINE
1010 REM: TRS-80 LEVEL II VERSION by WILLIAM KLUNGLE
1020 REM: VALID FOR THE STATE OF MICHIGAN
1030 REM: Z$ = ZONE NUMBER      Z1 = FIRST 3 ZIP NUMBERS
1040 REM:
1050 Z$=""
1060 IF Z1 > 5 AND Z1 < 9 THEN Z$=" 8"
1070 IF Z1 > 9 AND Z1 < 398 THEN Z$=" 4"
1080 IF Z1 = 77 THEN Z$=" 5"
1090 IF Z1 > 86 AND Z1 < 120 THEN Z$=" 5"
1100 IF Z1 = 109 THEN Z$=" 4"
1110 IF Z1 > 123 AND Z1 < 127 THEN Z$=" 5"
1120 IF Z1 = 129 THEN Z$=" 5"
1130 IF Z1 = 161 THEN Z$=" 3"
1140 IF Z1 > 163 AND Z1 < 166 THEN Z$=" 3"
1150 IF Z1 > 232 AND Z1 < 238 THEN Z$=" 5"
1160 IF Z1 > 259 AND Z1 < 262 THEN Z$=" 3"
1170 IF Z1 > 277 AND Z1 < 280 THEN Z$=" 5"
1180 IF Z1 > 282 AND Z1 < 286 THEN Z$=" 5"
1190 IF Z1 > 289 AND Z1 < 359 THEN Z$=" 5"
1200 IF Z1 = 293 THEN Z$=" 4"
1210 IF Z1 > 295 AND Z1 < 298 THEN Z$=" 4"
1220 IF Z1 = 305 THEN Z$=" 4"
1230 IF Z1 = 307 THEN Z$=" 4"
1240 IF Z1 > 328 AND Z1 < 340 THEN Z$=" 6"
1250 IF Z1 > 355 AND Z1 < 428 THEN Z$=" 4"
1260 IF Z1 > 359 AND Z1 < 370 THEN Z$=" 5"
1270 IF Z1 = 387 THEN Z$=" 5"
1280 IF Z1 > 388 AND Z1 < 400 THEN Z$=" 5"
1290 IF Z1 > 399 AND Z1 < 403 THEN Z$=" 3"
1300 IF Z1 = 410 THEN Z$=" 3"
1310 IF Z1 > 427 AND Z1 < 548 THEN Z$=" 3"
1320 IF Z1 > 433 AND Z1 < 437 THEN Z$=" 2"
1330 IF Z1 = 458 THEN Z$=" 2"
1340 IF Z1 > 461 AND Z1 < 469 THEN Z$=" 2"
1350 IF Z1 > 475 AND Z1 < 478 THEN Z$=" 4"
1360 IF Z1 > 479 AND Z1 < 497 THEN Z$=" 2"
1370 IF Z1 > 499 AND Z1 < 517 THEN Z$=" 4"
```



```

1380 IF Z1 = 525 THEN Z$=" 4"
1390 IF Z1 > 528 AND Z1 < 535 THEN Z$=" 2"
1400 IF Z1 = 540 THEN Z$=" 4"
1410 IF Z1 > 547 AND Z1 < 688 THEN Z$=" 4"
1420 IF Z1 = 549 THEN Z$=" 3"
1430 IF Z1 = 567 THEN Z$=" 5"
1440 IF Z1 > 572 AND Z1 < 580 THEN Z$=" 5"
1450 IF Z1 > 581 AND Z1 < 590 THEN Z$=" 5"
1460 IF Z1 > 589 AND Z1 < 599 THEN Z$=" 6"
1470 IF Z1 = 599 THEN Z$=" 7"
1480 IF Z1 > 599 AND Z1 < 610 THEN Z$=" 2"
1490 IF Z1 > 609 AND Z1 < 620 THEN Z$=" 3"
1500 IF Z1 > 623 AND Z1 < 628 THEN Z$=" 3"
1510 IF Z1 > 667 AND Z1 < 680 THEN Z$=" 5"
1520 IF Z1 > 687 AND Z1 < 828 THEN Z$=" 5"
1530 IF Z1 > 722 AND Z1 < 727 THEN Z$=" 4"
1540 IF Z1 > 767 AND Z1 < 776 THEN Z$=" 6"
1550 IF Z1 = 773 THEN Z$=" 5"
1560 IF Z1 > 778 AND Z1 < 790 THEN Z$=" 6"
1570 IF Z1 > 792 AND Z1 < 800 THEN Z$=" 6"
1580 IF Z1 > 803 AND Z1 < 806 THEN Z$=" 6"
1590 IF Z1 > 807 AND Z1 < 820 THEN Z$=" 6"
1600 IF Z1 > 822 AND Z1 < 885 THEN Z$=" 6"
1610 IF Z1 = 827 THEN Z$=" 5"
1620 IF Z1 = 833 THEN Z$=" 7"
1630 IF Z1 > 834 AND Z1 < 839 THEN Z$=" 7"
1640 IF Z1 > 849 AND Z1 < 865 THEN Z$=" 7"
1650 IF Z1 > 884 AND Z1 < 900 THEN Z$=" 7"
1660 IF Z1 = 899 THEN Z$=" 8"
1670 IF Z1 > 921 AND Z1 < 926 THEN Z$=" 7"
1680 IF Z1 = 935 THEN Z$=" 7"
1690 IF Z1 = 961 THEN Z$=" 7"
1700 IF Z1 > 976 AND Z1 < 985 THEN Z$=" 7"
1710 IF Z1 > 986 AND Z1 < 995 THEN Z$=" 7"
1720 RETURN

```

```

1 REM: LISTING NUMBER 2
2 REM:
10 REM: TEST PROGRAM FOR ZIP TO ZONE SUB-ROUTINE
20 REM: FOR TRS-80, LEVEL II by WILLIAM KLUNGLE
30 REM:
40 CLS
50 INPUT "ZIP CODE : ";Z2
60 Z1 = INT(Z2/100)
70 GOSUB 1000
80 PRINT TAB(30);CHR$(27);"SHIPPING ZONE = ";Z$
90 GOTO50

```

Listing 2. Test program for zip to zone subroutine.

For example, many BASICs incorporate a command that will let a string variable be separated into segments. The command `Z1$=LEFT$(ZC$,3)` will fill the string variable `Z1$` with the first three characters of the variable `ZC$`, which contains the zip code. `Z1$` must now be converted to the numeric variable `Z1`, and the subprogram may be called to determine the shipping zone.

If the zip code is contained in a numeric variable such as `Z2`, this variable can be divided by 100. The integer portion of the variable is then sent to the subprogram to determine the shipping zone, as in `Z1=INT(Z2/100)`.

With the numeric variable `Z1` set to the value of the first three positions of the zip code, the subprogram is called. First the subroutine sets the zone variable `Z$` to a null string. The program then tests variable `Z1` against the known zip-code groups. When a match is found, `Z$` is set to the proper zone number.

Notice that although a particular number may pass several of the tests, at the end of the test sequence the variable `Z$` will contain the proper zone for the zip code entered. If an erroneous zip code is sent to the subroutine, variable `Z$` will return as a null string. This return may be used by the program to alert the operator that an incorrect zip code has been entered.

Before appending this subprogram to your programs, use the test program shown in Listing 2 to ensure that the IF tests have been typed in correctly. With a subroutine of this type it is very easy to transpose a group of numbers in one or more of the test lines. In the original version of this routine, I entered one of the test groups incorrectly and the error went undetected for over a year.

This simple subprogram has proven itself to be a valuable time-saver. If you have a similar need, this routine will be well worth the time it may take to append it to your programs. ■

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John W. Davison  
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If you bought an Apple II prior to the Plus version and have an Applesoft ROM card, you can easily upgrade your system to exceed the capabilities of the current version of the Apple II Plus. The only cash outlay is \$65 for the Auto-Start ROM package (part no. A2M0027).

The features of the Auto-Start ROM (and the Apple II Plus) are as follows. They go directly into BASIC at power-on, they automatically boot the disk drive at power-on,

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First, activate the Applesoft card (with FP, if the DOS is booted or is reset with the switch on the ROM card in the on position). Then enter the monitor with a CALL - 151. Everything will be as it was, with the addition of the extra cursor controls and stop-list function. Press the reset key, and you will return to BASIC with all assembly and BASIC programs and the DOS intact.

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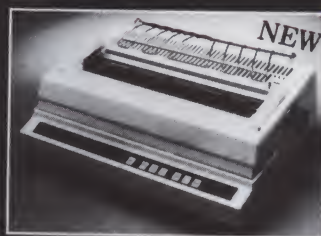
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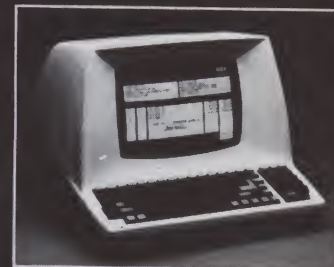
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# Programming Heath's USART

*Eliminate input/output problems.*

D. C. Shoemaker  
2000 A Foxridge  
Blacksburg, VA 24060

If your computer uses a serial device such as a printer or a CRT terminal, it will probably be a universal synchronous-asynchronous receiver-transmitter (USART). As long as you run prepared software packages created for your system, you will have no input/output problems. The software will handle the I/O for you either through device drivers included with the software, or by means of a resident ROM monitor.

But eventually many of us are drawn to the challenge of assembly-language programming, and the problem of communication between computer and terminal arises. If your computer's I/O routines reside in the

ROM monitor the problem is reduced to one of initializing the desired USART for the intended output port or ports.

For the Heath system, two serial interface boards are available. One incorporates the tape interface and a single serial port, and the other contains four serial ports without the cassette interface. The USART the latter uses is more challenging to program, because of the wider choice of options available. This USART, the INS8250, is common in the micro field, and even if you're a non-Heath user, you might be able to use some of this information.

The 8250 is a seven-port device, which accounts for its versatility and usefulness. It has many programmable features, but for the moment our goal will be to initialize the USART so the computer can perform I/O functions. This can be done using the short routine in Program A. (This routine uses split octal notation because the front panel of my H-8 uses that form, but most assem-

blers will take either hex, decimal or split octal.)

The first part of the routine establishes the baud rate divisor and a table of EQUates to facilitate changing the baud rate as your programming needs change. An alteration merely requires an EQU change. We also identify the base port address, which can be located nearly anywhere you like, with the other six port addresses simply incremented by one.

Next comes the baud rate selection. This will require sending the DATA Latch Access Bit (DLAB) to 1. We also establish the word length (in this case, for an 8-bit word). Setting the baud rate is accomplished by setting the least significant byte of the baud rate divisor to address 0 and the most significant byte to address 1 while the DLAB is still set. (We'll change it later.)

Once the baud rate is set, the DLAB will have to be reset to 0 again, because the register at address 0 is also the data register. We send a 3 (003 in octal) to PORT + 3, so we can continue to use 8-bit words.

One last detail: register A must be cleared by means of an XRA A instruction, and an O must be sent to PORT + 1 to disable the interrupts. This is required because of the polling used by the USART.

That's all there is to it. By using a similar routine, you can initialize your 8250 to communicate with your terminal, printer or any other serial device you wish. Be sure to check the addresses of your own system. The data sheet for the INS8250 gives all the register addresses and bit numbers, useful for more sophisticated applications, but this short introduction should be enough to set you "on the air."

The Heath Assembly Language Programming Course, written by Willard Nico, should be credited as the source of most of this information. If you use an 8080 or 8085 processor, I strongly recommend the course as an entry-level tutorial. It is not Heath-specific, but applicable to any 8080/8085 system. ■

```
* INITIALIZE THE 8250 USART
*
B75 EQU 1536 *BAUD RATE DIVISORS IN DECIMAL
B110 EQU 1047
B134 EQU 857
B300 EQU 384
B600 EQU 192
B1200 EQU 96
B2400 EQU 48
B4800 EQU 24
B9600 EQU 12
B19200 EQU 6
*
PORT EQU 0600 *SELECTED BASE PORT ADDRESS
BAUD EQU B1200 *BAUD RATE DIVISOR (EXAMPLE)
*
* FOLLOWING IS THE INITIALIZATION ROUTINE PROPER
*
INIT MVI A,2030 *SET THE DLAB IN REGISTER A
OUT PORT+3 *SEND TO THE 4TH PORT
MVI A,#BAUD *BAUD RATE (LEAST SIGNIFICANT VALUE)
OUT PORT *SEND TO THE 1ST PORT
MVI A,BAUD/256 *BAUD RATE (MOST SIGNIFICANT VALUE)
OUT PORT+1 *SEND TO THE 2ND PORT
MVI A,0030 *SET FOR 8-BIT WORD; RESET DLAB
OUT PORT+3 *SEND TO THE 4TH PORT
XRA A *CLEAR A (DISABLE INTERRUPTS)
OUT PORT+1 *AND SEND TO THE 2ND PORT
RET *END OF INITIALIZATION
```

*Program A. Initialization routine for the 8250.*

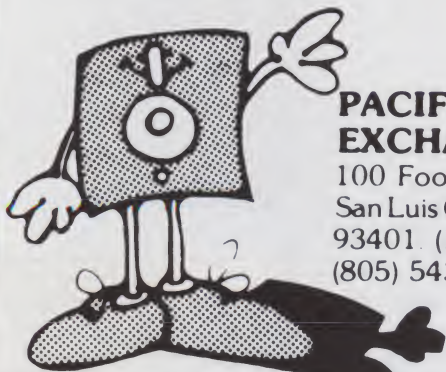




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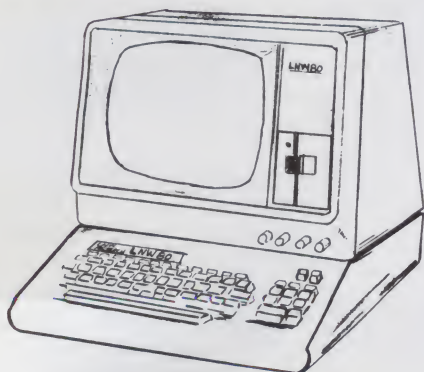
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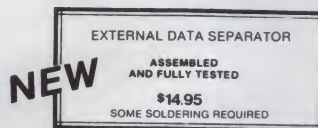
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# Give Character to Your PET Printer

---

*Creating user-defined characters on the 2022 and 2023 printers.*

---

Neil Piper  
VA Medical Center  
East Orange, NJ 07019

The use of PEEK and POKE to manipulate the video display memory by using the numeric keypad as a direction controller for a cursor and roving ball is an interesting alternative to the "normal" print statement-controlled cursor movement and printing (see PET-pourri, Feb. 1979).

To see what I could learn about the video display and PEEK/POKE statements, I set about playing with and manipulating this program. It was a nice game, but not until we acquired a Commodore 2023 "smart" printer did I put variations of this program to real use.

Another PET-pourri column (Dec. 1979) included a review of the CBM printers and a small program to display user-defined characters and print-enhancement. At our hearing research lab, we have used the printer for hard copies of patient responses, formatted lists of data and lengthy hard copies of detailed conversion tables used in data analysis.

We also wanted to use the printer to create graphs and tables listing the International Phonetic Alphabet (IPA). This alphabet is a set of symbols representing distinct sounds of speech. Many of the symbols are lowercase letters of the English alphabet, but others are Greek or hybrids of different alphabets. The programmed-character capability was ideal.

But "tedium" became the catchword of the day when I sat down to program IPA symbols. I spent a whole workday of endless erasing, countless computations and a ceaseless series of diagrams and doodles to program 15 characters.

## Creating the Character

The Commodore printers have a  $6 \times 7$  font, so the first step is to draw a  $6 \times 7$  cell matrix. The character is laid out by drawing dots, circles or whatever you like within the appropriate squares.

The numerical value of each matrix column is then computed for later program insertion. The seven horizontal rows are designated as powers of two, the bottom row designated as  $2^0$  and the top row designated as  $2^6$ . Each vertical column is totaled for the decimal value of the binary number represented by the dots within the column.

An example is given in Fig. 1. Notice that in the first column there are no dots; the total is zero. In the second column, there are dots in the " $2^6$ " and " $2^4$ " rows; the total is 80 (64 plus 16).

After all the columns have been computed, they are entered into a data statement. A FOR loop routine accumulates the six "character" representations of the six numbers into one string variable, which in turn is stored in the printer memory for later call-up as the user-defined character.

Creating a set of characters can be tedious when many are required. I decided that there must be a better and easier way to create the characters, so I set out to write a program to create the characters.

I now have a program that displays a  $6 \times 7$  cell matrix on the PET CRT, provides a movable cursor which won't go outside the borders of the matrix, calculates the decimal values of each column and prints the character along with the column values on the printer. It is based on variations of the PET-pourri theme mentioned before.

## The Program

The first part of the program sets printer formatting and readies it to accept "programmed" characters. Line 240 provides the formatting information. A tells the printer to accept and print an alpha character, and the Zs tell the printer to accept right-justified numerals within the specified columns, placing leading zeros in blank spaces.

Line 250 places the format information into the printer memory. Lines 300-350 initialize the variables used to control the movement of the matrix cursor and dimension the







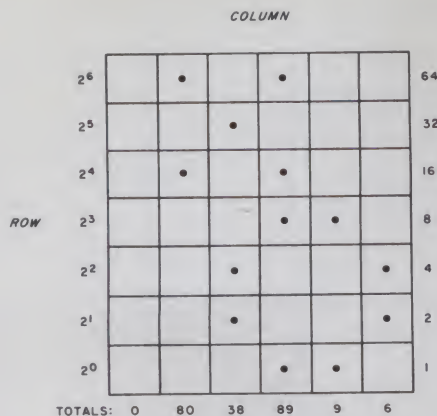


Fig. 1. A user-defined character.

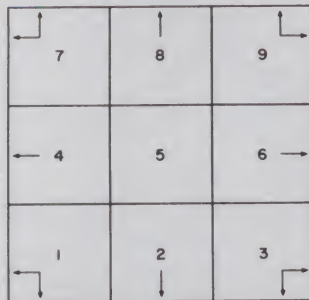


Fig. 2. Keypad direction control.

character arrays for storage and printing.

Notice that LROW and ROW are used. The first contains the value of the "last" row in which the cursor resided; the second contains the new row position. Ditto for LCOL and COL. If the new values of ROW and COL exceed specified limits, the "new" values revert back to the "last" values.

Line 440 calls up the PRINT MATRIX subroutine and, after the matrix is displayed, places the cursor in the top left cell (video display address 32900—variable BEGIN). This location places the matrix at about center screen, and is a nice easy number to work with (the video display ranges from 32768 to 33767). The center of each matrix cell is the target address for the PEEKs and POKEs used to position and place the cursor and SPOTs.

The GET function monitors the numeric keypad for cursor direction and movement according to the layout in Fig. 2. If [RETURN] is hit [CHR\$(13)], the COMPUTE subroutine is called up to figure the column values and store them and the character in respective arrays. If a digit is hit, the cursor is moved accordingly—corner digits will increment or decrement both row and column variables. 8 and 2 will increment or decrement only ROW, and 4 and 6 will do likewise only to COL.

The variable TEST compares the sum of ROW and COL with the border limits of the matrix in lines 610–660. Upper and lower border limits consist of the max/min values of the matrix—BEGIN to BEGIN plus 740. ROW will always be a multiple of 120 plus BEGIN, so side borders will always fall between the left cell value for a particular row to 20 more than this value.

In all cases, if a conditional test is met, the "new" row and column values take on the "last" row and column values, and the cursor remains stationary (line 660).

Computation of matrix values uses a nested FOR loop to scan the cells vertically within columns by peeking the appropriate addresses for SPOT (decimal value 81). If it appears, the loop values are used to compute and accumulate the value of each column. Column totals are stored in an array and called up in line 735 to form the programmed character. The character, in turn, is stored in a string array for later printing.

Lines 755–765 print each character and set of values according to the previously stored format. Note that CHR\$(29) is the instruction required by the printer to move to the next formatted column after the formatted string has been printed.

### Programming Comments

In line 580, two comma delimiters are listed after 4000. These are used to make the computer think that a line exists for digit 5 so that digit-subroutine correspondence remains correct.

Also, notice that the MATRIX subroutine prints the matrix by using concatenated strings within nested FOR loops. I could have just as easily graphed out the matrix on the CRT and stored it as a series of print statements that would perform the same function, but doing that tends to use up a lot more memory.

If you want to move the matrix around, or change the size of it, you'll have to figure out the new video display addresses for the cursor targets. I don't suggest it; the present matrix is the largest that fits on the PET screen while retaining approximate proportions of the character font as well as maintaining usable spacing for cursor manipulation.

If you do attempt size modifications, remember that the video display consists of 25 40-column lines.

If you want to print headings above the character and values columns, you can modify the SET\$ variable to accommodate more alpha characters where A is, and change the Zs to As; or, just program a string that the printer will print before the characters are output (use PRINT#3, . . .). To satisfy anyone's curiosity, an example of some programmed IPA symbols can be seen in Fig. 3.

### Final Remarks

In a nutshell, this program takes the tedious, time-consuming work out of creating user-defined characters on the Commodore 2023 or 2022 printers. It's fast, just about foolproof, and fun to run. And if you fall into the same category as I do—a curious, eager-to-learn computer enthusiast—I think you will find the program a good exercise in using PEEK, POKE and the video display memory and in utilizing your printer in diverse ways.

I think you can also see that offshoots of this program can probably be adapted for user port control of a light pen, rather than keypad control, to do the same thing. ■

%	000	080	038	089	009	006
S	000	000	049	073	070	000
B	000	062	073	073	062	000
a	006	041	041	041	030	001
I	000	017	031	017	000	000
%	016	062	016	057	070	000
a	006	037	037	021	014	000
↓	000	004	114	018	012	000
%	038	041	030	028	042	025

Fig. 3. User-defined IPA and associated values.



# Poor Man's Floppy

HIGH SPEED CASSETTE SYSTEM



Now the widely acclaimed JPC Cassette System is available for your TRS-80\* computer. The price is only \$90.00

**TC-8 Cassette System**  
JPC Products  
Albuquerque, NM  
Kit: \$90  
Assembled: \$120

by Carl A. Kollar

I guess I don't have to tell any TRS-80 owners how frustrating the cassette system that comes with the computer can be. Even with the factory mod that's available, the annoyance of loading and checking programs becomes just barely tolerable.

If you're like me, after you've just plunked down a chunk of money for a Level II 16K machine, "you ain't got nuttin left" for even one disk drive at 500 bucks apiece. So you suffer.

A reasonable alternative is the Exatron Stringy Floppy (ESF). This will cost you about 250 bucks and totally eliminates your loading and saving problems, automatically and fast. I've had one of these for about six months and love it!

But, if the price is still too steep, have I got a device for you!

## The Device

The February 1980 issue of *Microcomputing* had an ad that intrigued the hell out of me. It was a high-speed cassette system by JPC Products acclaimed as a "poor man's floppy." It made all sorts of seemingly ridiculous claims such as "loads five times faster," "stores 50,000 bytes on a 10-minute cassette," "less than one bad load in a million bytes with the volume control anywhere between one and eight."

All this for a measly [90] bucks? How could this be? A call to Albuquerque answered a few questions: Yes, it had its own power supply, and, it stored programs five times faster because it utilized higher density data. The computer outputs the information at a higher rate out of the rear keyboard connector.

The ad had even claimed anyone could build it even if you have never soldered before. JPC would make it work, if you couldn't—for free. I was sold. I placed my order, and it arrived about two months later (parts shortage).

I work in electronics, so I found the unit exceptionally easy to build. It took about an hour. The manual is superb. (That's better than great.) It was clear, concise and exact with no

[Reprint of June 1980 Review, *80 Microcomputing*]

ambiguities. Important parts placements are stressed (polarity markings on electrolytics, bands on diodes, etc.).

JPC was right! With these instructions, you couldn't go wrong. The board quality is excellent. It is double-sided and parts locations are clearly marked on the component side of the board. There are no jumper wires to install. JPC utilizes PC traces and plated-through holes for connections to traces on the other side of the board.

Also, there are absolutely no adjustments or settings to bother with.

The documentation is a sheaf of 8½ x 11 papers stapled together. It is written in the nicest format I've seen in a while. Each command and/or subjects is covered on its own sheet in large type. All explanations are in easy to read English—not computerese.

## Commands and Features

**SAVE"filename":** Saves your BASIC program on cassette.

**LOAD:** Reads the next BASIC program from the cassette.

**LOAD"filename":** Searches for and loads the specified file from cassette.

**LOAD? and LOAD?"filename":** Reads file from cassette, and compares contents to memory.

**LOADN:** Prints a list of all the programs on a cassette, until interrupted by the "break" key.

**LOADN"filename":** Same as above except the tape will stop at the end of the program named.

**KILL:** Removes the file manager program from memory so that the extra memory can be used by large programs.

**RSET:** Allows the operator to rewind and position the tape on tape recorders that have these functions tied to the motor control jack.

**RUN"filename":** TC-8 searches for a specified program and runs it immediately.

**PUT"filename":** Same as SAVE "filename", except it is for use with system tapes.

**GET:** Same as LOAD, except it is for use with system tapes.

**GET"filename":** Same as LOAD "filename", except it is for use with system tapes.

**GET? and GET?"filename":** Same as LOAD? and LOAD?"filename", except it is for use with system tapes.

**GETN and GETN"filename":** Same as

LOADN and LOADN"filename", except it is for use with system tapes.

**OPEN:** Required before cassette input or output of a data file can be attempted.

**CLOSE:** Required to end a cassette data file.

**PRINT#:** Allows numerical or string data to be output to a cassette file.

**INPUT#:** Allows numerical or string data to be input from a cassette file.

I haven't counted them, so I don't know about the "one load in a million bytes" claim, but my son, Anthony (age 11), loaded about 30 of his programs from his Radio Shack format tape to a new TC-8 format tape. He's run them all and found no bad loads.

Unlike the standard tape system, you can position your tape anywhere before the program you want and not have to look for a blank spot between programs. The TC-8 patiently waits for the program you want and then starts loading without getting confused by the portion of the previous program you just fed it.

Try that on your regular cassette system; you'll wear out the reset button. ■

## ORDER NOW

To order your TC-8 kit, send your check or money order for \$90.00 plus \$3.50 postage and handling to JPC PRODUCTS CO., 12021 Paisano Ct., Albuquerque, NM 87112 (New Mexico residents add 4% sales tax). Credit card orders accepted by phone or mail. Personal checks will delay shipment. We will otherwise immediately ship you the TC-8 kit, the cabinet, the ribbon cable, the power adapter, an instruction manual, and a cassette containing the software.



✓ 92

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## LETTERS

(from page 23)

interface as a possible alternative to the TRS-80 expansion interface and stated that it had not been tested, since I didn't have access to the Radio Shack printer. It would appear that Mr. Keener has made this interface work with his modifications.

The pin assignments as shown are correct. The information on the pins that I gave in my article was from a Radio Shack manual and were obviously incorrect.

**Rod Hallen**  
State Dept.—Accra  
Washington, D.C.

### Same Tree, Different Fruit

My thanks to Ken Barbier of Borrego Engineering for his article "A New Branch on the Family Tree" in the October 1980 issue.

The NSC800 is indeed a fast CMOS implementation of the combined Zilog Z-80 and Intel 8085 features. One point in the article, however, was based on incorrect information published a while back. The NSC800 is *not* pin-for-pin identical to the 8085. It utilizes the same multiplexed bus structure but does not support the SID and SOD lines. The accompanying instructions, RIM and SIM, overlap coding areas of the Z-80 and are therefore not supported to preserve true Z-80 instruction compatibility.

In place of SID and SOD, the NSC800 has the Z-80 refresh line and a unique power save line. The NSC800 pin-out is designed to interface on a clean X-Y layout to its supporting chips.

**Anne Wagner-Korne**  
Product Marketing Manager  
National Semiconductor  
Santa Clara, CA

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# COMPUTER CLINIC

I'm looking for information on Apple Pascal. Our main application area is in teaching uses of the Apple, both for CAL and simulation studies. I'd like to know about any meetings or conferences taking place on these topics in the USA for a conference and at the same time sort out some of the Pascal problems.

**Dr. D. G. Jameson**  
The Middlesex Hospital  
Medical School  
Cleveland St.  
London, England W1P 6DB

I need to find a way to interface an Apple II to a Compugraphic phototypesetter. I wish to type, edit and correct on the Apple and then read the disk to the typesetter, allowing the proportional spacing feature to be retained.

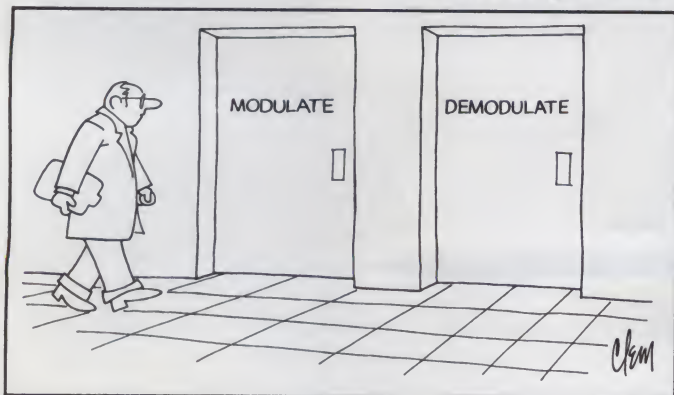
**Tim Keever**  
1025 Oak Ave. S., Box A32  
Onalaska, WI 54650

I am interested in a software package designed specifically for the stockbroker to input the numerical fields on a brokerage firm confirmation, perform various calculations on these fields, sort on a variety of these fields to produce a cross-referencing by individual stock or bond and then store and output the result. I'm currently using a 48K Apple II Plus with one disk and a Centronics microprinter. Any help along this line would be appreciated.

**Paul J. Robinson**  
PO Box 1969  
Eugene, OR 97440

I'm having difficulty locating a schematic or operating manual for the following piece of equipment. It looks like a modem but I want to be sure. It has a transmit and receive section. The model number on the receive station is 1CRCU-RS-1. The model number on the transmit section is 1CTCU-RS-1. It carries the Burroughs trademark on the case but it was made by Stelma, Inc. Burroughs and Stelma have not been able to help.

**Terry Hazelett**  
2107 Capitol Drive  
Parkersburg, WV 26101



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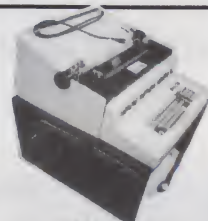
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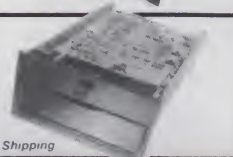
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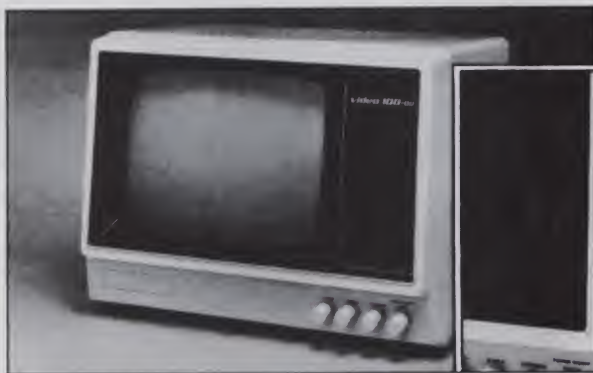
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For Sale: ASR-33 teletype with stand. Complete and in working order. Priced for quick sale at \$250 plus shipping. Dick Carney, 1927 S. Dewey, Bartlesville, OK 74003, 918-336-3731.

For Sale: 32K CBM computer, C2N cassette drive and over \$250 worth of software! Better than new! Used only 1 mo. Cost over \$1600, new! Will sacrifice for \$1000 or best offer! Scott Summer, 27 Leicester Way, Pawtucket, RI, 401-728-4678.

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For Sale: Rockwell AIM-65, 4K RAM ROM monitor, Enclosures Group large enclosure, all manuals, all new. \$430. E. Velez, 19 Middleton Lane, Willingboro, NJ 08046.

For Sale: Wameco FPB-1 assembled/tested, \$135. Wameco QMB-12 assembled/tested, \$100. Both for \$225. Will accept HP65 as partial payment. Daniel Snyder, 561 5th St., Butler, PA 16001 412-287-1625.

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"Rent-All" CP/M software for multiple rental locations accommodates 7000+ items. Shows profitability by item/store; moves items between stores by demand. Dealer inquiries invited. **Southern Digital Systems, Inc., Suite 806A, Vernon Park Mall, Kinston, NC 28501, 527-4691.**

## Portland, OR

Ohio Scientific specialists for business and personal computers. Local service. Terminals, printers, custom programming. Full OSI product line on display! 10 AM to 6 PM M-F. **Fial Computer, 11266 SE 21st Ave., Milwaukie, OR 97222, 654-9574.**

## Milwaukee, WI

Specializing in the CBM-PET, business, personal, educational, industrial, telecomputing systems. Consulting, modems, printers, books, accessories, magazines, supplies, peripherals, timesharing. Factory authorized service. Convenient freeway access. **PETTED micro systems, 4265 W. Loomis Rd., Milwaukee, WI 53221, 282-4181.**

**Dealers:** Listings are \$15 per month in prepaid quarterly payments, or one yearly payment of \$150, also prepaid. Ads include 25 words describing your products and services plus your company name, address and phone. (No area codes or merchandise prices, please.) Call Marcia at 603-924-7138 or write **Kilobaud Microcomputing**, Ad Department, Peterborough, NH 03458.

## CLUB NOTES

### Winston-Salem, NC

The Triad Heath Users Group invites those interested to attend their monthly meetings at the Sears Activity Room at Hanes Mall in Winston-Salem, NC, on the second Saturday of each month at 1 PM. For additional information, contact Steve Minor, 424 Cliffdale Drive, Winston-Salem, NC 27104, (919-765-7717), or Hughes Hoyle in Greensboro at 919-378-1050.

### El Monte, CA

The ET-3400 Users Group is a new club that is seeking to collect and distribute information for ET-3400 owners. Articles, letters and programs are being sought. Those interested should contact the ET-3400 Users Group, c/o Charles Van Dyke, 11231 Oak St., El Monte, CA 91731. 24-hour message phone: 213-443-2237; Compuserve no. 70250,463.

### Seattle, WA

The NW PET Users Group has a new address and meeting place. On the second Tuesday of the month, the meeting is held at the Academic Computer Center at the University of Washington. For further information, contact Richard Ball, 2565 Dexter N. #203, Seattle, WA 98109, (206-284-9417).

PARAGON  
COMPUTER CO.



## MICRO QUIZ

(from page 12)

**Answer: 61.**

Statement 30 is executed initially and then once each time that L increases in value from 12 to 72. Thus,  $1 + 72 - 12 = 61$ .



# 1980 INDEX

## A/D, D/A CONVERSIONS

Analog-to-Digital Conversion.....	Redstone	28	Apr
Budget-Minded A/D Converter.....	Delinger, Petkiewicz	206	Apr
A/D Converter Design.....	Mullin	206	Jul
Innovative Tech's Analog-to-Digital Converter.....	Wolfe	176	Dec

## APPLE

"Core" and More for Your Apple.....	Schmeltz	110	Jan
Two Intriguing and Useful Apple Peripherals (Speechlab and Apple Clock).....	Ramsey	70	Feb
Apple's Hidden Floating-Point Routines.....	Martellaro	132	Feb
Kid Korner.....	Victor	166	Feb
Multiple Page Graphics for the Apple II.....	Grossman	66	Mar
An Apple a Day Keeps a Kid Occupied.....	Buszta	172	Mar
Stacking Program.....	Putney	184	Mar
Fast Apple Peripherals.....	Chamberlain	92	Apr
Hashing Revisited.....	Vizzone	78	May
An Easy Way to Apple Hi-Res Graphics.....	Clark	222	May
File Sorting Program and Its Diary (part 1).....	Prentice	34	Jun
The APT-1.....	Mazur	78	Jun
UFO Defense.....	Mikiten	210	Jun
File Sorting Program and Its Diary (part 2).....	Prentice	44	Jul
Add Handshaking to Apple's High-Speed Interface.....	Mazur	136	Jul
Cost-Effective Hard Copy for the Apple II.....	Turoff	172	Jul
Slaying the 80-Column Dragon.....	Tomczyk	100	Aug
Graphics Character Generator.....	Moore	106	Aug
Apple II HIRES Graphics Memory Mapping.....	Martellaro	134	Sep
Romplus +.....	Mazur	151	Sep
Whoa, Apple.....	Phillips	132	Oct
A Roundoff Function in Applesoft.....	Bauers	210	Oct
Hard Copy for Apple Graphics.....	Brock	100	Nov
So I Bought This Microcomputer.....	Goodfellow	176	Nov
Electronic Systems Serial I/O Interface Kit for the Apple.....	Burlbaw	192	Nov
The GI Programmable Sound Generator.....	Urschel	134	Dec
Apple II Plus Plus.....	Davison	214	Dec
Computerized Project Management.....	Kelly	142	Dec

## APPLICATIONS

Plucking Programs from Thin Air.....	Glidewell	102	Jan
Darkroom Master.....	Knapp	126	Jan
NAVPROG: Computer-Generated Flight Plans.....	Young	20	Feb
Kid Korner.....	Victor	166	Feb
Income Tax Consultant.....	Van Horn	42	Mar
Solar Specs.....	Klem	68	Mar
Telephone Bill Analysis.....	McCahan	124	Mar
Green-Thumb Computing.....	Rhoades	24	Apr
Take a Letter, Ms. TRS-80.....	Adams	58	Apr
SCREEN.....	Myers	88	Apr
Accurate Voltage Dividers.....	Penoyer	142	Apr
A Poor Man's Computer Paintbrush.....	Wilkinson	148	Apr
Time at a Glance on Your TRS-80.....	Rose	157	Apr
Do-All-Plus.....	Doyle	164	Apr
Budget-Minded A/D Converter.....	Delinger, Petkiewicz	206	Apr
An H8 in the Darkroom.....	Morgan	34	May
Cost-Effective Multi-user Micro System.....	Kashinsky, Romanczyk	104	May
Buy or Rent?.....	Pons	128	May
FILEIT.....	Myers	180	May
You Name It!.....	Sabot	216	May
Computerized Air Conditioning.....	Kapecki	48	Jun
Student Scheduling on a Small Computer.....	Stark	112	Jun
Computerized Gradebook.....	Kaza	126	Jun
Math Teacher.....	Cook	134	Jun
Physics Teacher.....	O'Neil	138	Jun
Rudimentary Computer Teaching Aid.....	Victor	162	Jun
Electricbill.....	Klinger	112	Jul
SORTIT: A Sort Program.....	Myers	120	Jul
Predict Variable Trends.....	Mise	140	Jul
Reader-Service Reply.....	Siegel	160	Jul
On Time and Space.....	Yates	76	Aug
Designing Your Power Supply.....	Moore	130	Aug
A "Personable" Calendar.....	Boynton	168	Aug
A BASIC Translation Algorithm.....	Fleming	194	Sep
Computerized Estate Planning.....	Owens	31	Oct
Address List Program.....	Looney	40	Oct
Darkroom Computerist.....	Leavey	75	Oct
Area Estimation.....	Bragg	112	Oct
Reduce Search Time with an Index.....	Kolderup	162	Oct
Software Security.....	McCahan	24	Nov
Computerized Security and Status System.....	Parry	30	Nov
CP/M Encryption Prescription.....	Sclawy	42	Nov
Mailing Label/Envelope Printer.....	Shapiro	140	Nov
Wine Log Program for SWTP.....	Glaser	104	Dec
Multi-Base Calculator.....	Knippenberg	206	Dec

## ATARI

Moonshine, Dixie and the Atari 800.....	Derfler	100	Sep
---	---------	-----	-----

## BENCHMARKS

Assembly-Language Benchmarks.....	Flippin	26	Mar
The 16-Bit Time Trials.....	Flippin	182	Oct

## BUSINESS

Data Base Management System (part 1).....	Shapiro	84	Jan
Operator-Oriented Data Base Management (part 2).....	Shapiro	35	Feb
Operator-Oriented Data Base Management (part 3).....	Shapiro	84	Mar
Telephone Bill Analysis.....	McCahan	124	Mar
Interesting.....	Owen	50	Apr
Partnership Liquidation—before the Fact.....	Case, Jennings	182	Apr
Broadcasting with a Microcomputer.....	Hastings	22	May
Physician: Automate Thyself.....	Bauman	101	May
The BASIC Dating Game.....	Bauernschub	208	May
Computer Minds School Corporation.....	Williams	44	Jun
The Future Office.....	Noynaert	58	Jul
Calculating Interest Rates.....	Bryant	134	Jul
Micro-Matrimony.....	Derfler	34	Aug
Programming for Profits.....	Kapecki	89	Sep
Conversing with Your Computer.....	Selgman	36	Oct
OSI in the SKY.....	Shawcross, Sinnott	102	Oct
David and Goliath.....	Joel	104	Nov
So I Bought This Microcomputer.....	Goodfellow	176	Nov
Computerized Project Management.....	Kelly	142	Dec
Ride the Bumpy Rainbow.....	Derfler	172	Dec
From Zip to Zone.....	Klungle	211	Dec

## CASSETTES

Add a Digital Tape-Index Counter to the PET.....	Spisich	158	Feb
Cassette Quality Test.....	Twombly	144	Mar
Relieve SWTP Tape Drudgery.....	Tan	186	May
Multifarious Cassette Interface.....	Foster	53	Jun
What! Another Kansas City Interface.....	Gordon	86	Jun
Living with Cassettes.....	Bernard	182	Jun
Heath's H8 Cassette Interface Times Two.....	Baker	81	Jul
Cassette Format for 6800 Systems.....	Wolfe	136	Oct
The TC-8 Cassette Interface System.....	Wantz	110	Nov
Digital Tape and File Management System for the 6800.....	Woods, French	194	Dec

## COMMUNICATIONS NETWORKS

Dial-up Directory.....	Derfler	26	Jan
Dial-up Directory.....	Derfler	48	Feb
Dial-up Directory.....	Derfler	50	Mar
Dial-up Directory.....	Derfler	80	Apr
Data Communication Error Measurement.....	Conboy	52	May
Dial-up Directory.....	Derfler	60	May
Dial-up Directory.....	Derfler	64	Jun
Dial-up Directory.....	Derfler	68	Jul
Dial-up Directory.....	Derfler	126	Aug
What Is the Utility of a Utility?.....	Derfler	72	Oct
Dial-up Directory.....	Derfler	158	Oct
The Source Revisited.....	Derfler	116	Nov
Dial-up Directory.....	Derfler	150	Nov
Exploring The Source.....	Wantz	180	Dec
Dial-up Directory.....	Derfler	202	Dec

## CONSTRUCTION PROJECTS

Converting Selectric Keyboards from BCD to Correspondence Code (part 2).....	Weil	98	Jan
TRS-80 Printer Interface.....	Hallen	134	Jan
Bargain-Basement '80.....	Steele	54	Feb
A Simple 2708 EPROM Programmer.....	Summers	138	Feb
Color TV Display.....	Mein	148	Feb
Stand-alone Video Terminal.....	Paturzo	94	Mar
Cabery Isn't Dead.....	Hansen	188	Mar
A Better Troubleshooting Aid.....	Barnhart	67	Apr
\$10 Classy Chassis.....	Gledhill	98	Apr
Get Started with MicroStart.....	Tenny	118	Apr
Build a Home for Your Superboard II.....	Hitt	202	Apr
The Mighty Five-Way Power Supply.....	Walters	216	Apr
Mickey Gets New Ears.....	Gibson	64	May
Wire Listings the Easy Way.....	Sheppard	115	May
In Search of MWRITE.....	Woodhull	206	May
Kilobaud Klassroom No. 19.....	Stark	22	Jun
Hardware Calendar Clock for Your 6800.....	French	188	Jun
Three Steps to Better Board Construction.....	Stanton	194	Jun
A Use for Misprogrammed PROMs.....	Young	98	Jul
Hexadecimal Front Panel for Z-80 Systems.....	Ciana	148	Jul
Disk Divinations.....	Hosking	180	Jul
Colorful Baud-Rate Generator.....	Barbier	182	Jul
Beat the MIKBUG Memory Squeeze.....	Vodall	184	Jul
Level II BASIC on a Z-80 System.....	Uschold	52	Aug
Build a Breakout Box.....	Walters	194	Aug
Build Your Own 8085A-Based Micro.....	.....	62	Sep
SWTP 6800 PROM Adapter.....	Hallidy	162	Sep
The \$35 Bare-Bones Microcomputer.....	Marks	172	Sep
Upgrading the Heath H8 with a Z-80.....	Swayne	50	Oct
Computer-Controlled Triac Dimmer.....	Lessley	92	Oct
Bridging the 1 pF to 100,000 uF Gap.....	Stetson	174	Oct
Poor Man's Logic Analyzer.....	Eckert	196	Oct
Clock Control Board.....	Schimmelman	212	Oct
A Mini Logic Monitor and Single-Cycler.....	Smith	59	Nov
Microcomputer Hardware for the Handicapped.....	Bruey	173	Nov
A PLL UART Clock.....	Franke	184	Nov
Universal Multiplexed Display.....	Young	188	Nov











The APD-1.....	Mazur	78	Jun	TSC's Debugger.....	Hansen	164	Feb
The 6802 Revisited.....	Jakob	206	Jun	Cassette Quality Test.....	Twombly	144	Mar
New Additions to the Commodore Line.....	Baker	36	Jul	A Better Troubleshooting Aid.....	Barnhart	67	Apr
The SWTP Computer System.....	Stark	100	Jul	KIM Vari-Stepper.....	Tannenbaum	146	Apr
Superboard II: A Second Look.....	Jensen	116	Jul	Are You Bugged by Memory Errors?.....	Stanton	190	Apr
The 16-Bit Super Processors Are Here.....	Moore	26	Aug	Data Communication Error Measurement.....	Conboy	52	May
Slaying the 80-Column Dragon.....	Tomczyk	100	Aug	6800 Trace and Disassembly Program.....	Carickhoff	84	May
Moonshine, Dixie and the Atari 800.....	Derfler	100	Sep	PUSH! POP! RAM! WOW!.....	Dennon	200	May
The Robotype 2001.....	Drury	110	Sep	Cook's Memory Test for the 6502.....	Monsour	178	Jun
The Secret Life of the 8085.....	Barbier	114	Sep	Memory-Checking Program for the 1802.....	Bunn	162	Aug
The SWTP Computer System.....	Stark	178	Sep	Some Notes on Termination.....	Pratt	180	Aug
A New Branch on the Family Tree (NSC800).....	Barbier	106	Oct	Kilobaud Klassroom No. 20.....	Stark	78	Sep
The 16-Bit Time Trials.....	Flippin	182	Oct	Level II ROM Subroutine Test.....	Richardson	56	Oct
A Printer with Panache.....	Geanangel	84	Nov	Poor Man's Logic Analyzer.....	Eckert	196	Oct
6809 Design: Controller or System?.....	Ahrens	118	Nov	Electrocardiogram for Your Computer.....	Reid	48	Nov
The Otto Electronics Terminal.....	Roberts	168	Nov	A Mini Logic Monitor and Single-Cycler.....	Smith	59	Nov
Digital Research Computers 16K Static RAM Board.....	Doonan	178	Nov	Relocating the Dynamic Debugging Tool.....	Barbier	181	Nov
Video the Easy Way (Gimix Video Board).....	Sorrels	195	Nov				
APF Imagination Machine—A Review.....	Stark	86	Dec				
More on APF's Graphics.....	Thiel, Esposito	90	Dec				
Good Times, Bad Times with the Compucolor II.....	Parr	100	Dec				
The ZX-80 Computer.....	Wsola	168	Dec				
Innovative Tech's Analog-to-Digital Converter.....	Wolfe	176	Dec				

SOFTWARE REVIEWS			
TSC's Debugger.....	Hansen	164	Feb
CP/M and You.....	Hogan	183	Feb
Do the Job for Less.....	Guralnick	110	Mar
The BASIC Programmer's Toolkit.....	Hayek	34	Apr
RCA's VIP Tiny BASIC.....	Dolce	111	Apr
New Version of BASIC (Microsoft's BASIC-80).....	Lindsay	72	May
Software for the AIM 65.....	Williams	96	May
Tarbell Disk BASIC.....	Hallen	168	May
Super Word Processors.....	Hallen	214	Jun
New Additions to the Commodore Line.....	Baker	36	Jul
The New CP/M: Is It Worth It?.....	Fritzson	66	Jul
Line Editor for Benton Harbor BASIC.....	Teixeira	126	Jul
CP/M Is for Me.....	Barbier	176	Aug
Role-Playing Games Reviewed.....	Colsher	106	Sep
Notes on the Arian Assembler.....	Evans	114	Dec
The Master Catalog System for CP/M Users.....	Hallen	188	Dec

SORCERER			
Chinese Character Generation.....	Huang	32	Jan
User-Defined Graphics for the Sorcerer.....	Henderson	66	Feb
Improved Sorcerer Graphics Resolution.....	Keay	74	Mar
Conjure Up a GET Command for Sorcerer.....	McCabe	46	Apr
Use Your Exidy as a Smart Terminal.....	Bergmann	142	Jul
Chaining Data with the Sorcerer.....	Dailey	165	Aug

SWTP			
The SWTP Computer System (6809).....	Stark	56	Jan
Visions of Sacks of Silver Dollars.....	Glaser	78	Jan
Plucking Programs from Thin Air.....	Glidewell	102	Jan
Load Your SWTP at 4800+ Baud (JPC's cassette interface).....	Hunt	64	Jan
Improve Your AC-30.....	Vijlbrieff	64	Feb
The SWTP Computer System.....	Stark	82	Feb
Improved Video DMA for the CT-64.....	Holten	106	Feb
Connect the ADM-3A to the SWTP 6800.....	O'Loughlin	147	Feb
The SWTP Computer System.....	Stark	104	Mar
Use TI EPROMs with Your MP-A2 Board.....	Caraway	156	Mar
Memory Map.....	Barbier	160	Mar
Plotting Data or Functions.....	Wolfe	167	Mar
MPL0T.....	Mayhugh	178	Mar
Green-Thumb Computing.....	Rhoades	24	Apr
Interfacing a Diablo HyType I to an SWTP 6800.....	Hughes	70	Apr
The SWTP Computer System.....	Stark	136	Apr
Relieve SWTP Tape Drudgery.....	Tan	186	May
Dynamic Duo.....	Vijlbrieff	188	May
Evolution of a Cassette-Based SWTP 6800.....	Looney	94	Jun
Open Up the SWTP 6800.....	Wolfe	62	Jul
The SWTP Computer System.....	Stark	100	Jul
Predict Variable Trends.....	Mise	140	Jul
The SWTP Computer System.....	Stark	119	Aug
File Dump for FLEX.....	Hughes	190	Aug
The SWTP CPU Switcheroo.....	Hughes	109	Sep
SWTP 6800 PROM Adapter.....	Halliday	162	Sep
The SWTP Computer System.....	Stark	178	Sep
Darkroom Computerist.....	Leavey	75	Oct
The SWTP Computer System.....	Stark	117	Oct
Exploring CT-82 Graphics.....	Hughes	142	Oct
Wine Log Program for SWTP.....	Glaser	104	Dec

TERMINALS, TVs, TVTs			
Converting a Bargain TV to a Video Monitor.....	Bach	160	Jan
Bargain-Basement '80.....	Steele	54	Feb
Detailed Look at a Super Terminal (Heath H19).....	Wynkoop	58	Feb
Connect the ADM-3A to the SWTP 6800.....	O'Loughlin	147	Feb
Stand-alone Video Terminal.....	Paturzo	94	Mar
Audio Feedback for Computer Keyboards.....	Young	200	Apr
Use Your Exidy as a Smart Terminal.....	Bergmann	142	Jul
Q & A on Printers and Terminals.....	Price	154	Aug
CT-1024 Terminal Modifications.....	Cooley	204	Aug
The Otto Electronics Terminal.....	Roberts	168	Nov

TROUBLESHOOTING/TESTING			
Breakpoints for North Star's Monitor.....	Foster	128	Feb

TRS-80			
Using Five-Level Teleprinters with a TRS-80.....	Bateman	36	Jan
Outer Limits Addition.....	Joffe	66	Jan
TRS-80 Printer Interface.....	Hallen	134	Jan
Even More Randomness.....	Thiel	30	Feb
Bargain-Basement '80.....	Steele	54	Feb
Stretching the Outer Limits.....	Joffe	144	Feb
Level II TRS-80 Graphics Code.....	Blechnan	177	Feb
Uppercase/Lowercase Utility for the TRS-80.....	Domuret	38	Mar
TRS-80 to S-100 Adapter (Mini-8100).....	Hallen	117	Mar
Telephone Bill Analysis.....	McCahan	124	Mar
Take a Letter, Ms. TRS-80.....	Adams	58	Apr
TRS-80 Serial I/O for Less (Electronic Systems I/O board).....	Gibson	100	Apr
Lowercase for the TRS-80.....	Wexler	132	Apr
Time at a Glance on Your TRS-80.....	Rose	157	Apr
Broadcasting with a Microcomputer.....	Hastings	22	May
Orbiter.....	Kepner, Grace	112	May
Wire Listings the Easy Way.....	Sheppard	115	May
Cut 'Em off at the Pass!.....	Rodman	220	May
Save Machine-Language Programs.....	Penhollow	158	Jun
Graphs, Plus.....	Joffe	198	Jun
TRS Text Formatter.....	Daniels	72	Jul
Matrix Sorting.....	Wirth	174	Jul
A/D Converter Design.....	Mullin	206	Jul
Some Tips on Program Conversion.....	Bjelland	143	Aug
Recover That Lost Disk BASIC Program.....	Frankenberg	174	Aug
TRSpeed-up Revisited.....	McCoy	186	Aug
Best of Both Worlds for Your TRS-80.....	Stanley	76	Sep
TRS-80 Assembly Language.....	Richardson	154	Sep
Level II ROM Subroutine Test.....	Richardson	56	Oct
Clock Control Board.....	Schimmelman	212	Oct
Software Security.....	McCahan	24	Nov
The TC-8 Cassette Interface System.....	Wantz	110	Nov
From Zip to Zone.....	Klungle	211	Dec

UTILITY ROUTINES			
Not-So-Fast Renumberer For OSI BASIC.....	Aughey	74	Jan
Relocator for North Star BASIC.....	Rose	90	Jan
A Heath H8 Disassembler.....	Twombly	144	Jan
Software Clock for the 6800.....	Parry	150	Jan
Even More Randomness.....	Thiel	30	Feb
H8 String Finder.....	Twombly	94	Feb
Quick Screen-Clear for the Challenger II.....	Lary	120	Feb
Uppercase/Lowercase Utility for the TRS-80.....	Domuret	38	Mar
Single-Drive Diskette Copier.....	Foster	136	Mar
MPL0T.....	Mayhugh	178	Mar
Stacking Program.....	Putney	184	Mar
Conjure Up a GET Command for Sorcerer.....	McCabe	46	Apr
DOC: a Multipurpose Utility Package.....	Alliston	84	Apr
8080 Program Loader/Relocator.....	Twombly	114	Apr
Lowercase for the TRS-80.....	Wexler	132	Apr
PET's Librarian.....	David	172	Apr
Indexing for the PET.....	Dunmire	186	Apr
Automatic Selection of Plotting Limits.....	Johnston	26	May
Hashing Revisited.....	Vizzone	78	May
6800 Trace and Disassemble Program.....	Carickhoff	84	May
DATEK.....	Badgett	176	May
Relieve SWTP Tape Drudgery.....	Tan	186	May
The BASIC Dating Game.....	Bauernschub	208	May
File Sorting Program and Its Diary (part 1).....	Prentice	34	Jun
Save Machine-Language Programs.....	Penhollow	158	Jun
RELDMP.....	Hughes	174	Jun
Position-Independent Code for the 8080.....	Rose	202	Jun
File Sorting Program and Its Diary (part 2).....	Prentice	44	Jul
Matrix Sorting.....	Wirth	174	Jul
Patching the SSB Assembler.....	Alford	190	Jul
Disassembler for the 1802.....	Beringer	196	Jul
Disassembler for the Heath H8.....	Swayne	88	Aug
Chaining Data with the Sorcerer.....	Dailey	165	Aug
Fastfind.....	Roch	182	Aug
File Dump for FLEX.....	Hughes	190	Aug
CP/M for Single-Drive Systems.....	Barbier	94	Sep
A Better Assembler/Editor.....	Twombly	140	Sep
FILEMAP.....	Jones	166	Sep
Start/Exit Routine for CP/M.....	Barbier	82	Oct
Video HARDCOPY For CP/M.....	Stok	168	Oct
A Roundoff Function in Applesoft.....	Bauers	210	Oct
Efficient Data Storage for Microsoft BASIC.....	Monagan	68	Nov



Tinkering with Tiny BASIC.....	Bugg	88	Nov	Buy or Rent?.....	Pons	128	May
Printing the North Star Disk Directory from BASIC.....	Messersmith	98	Nov	Cook's Memory Test for the 6502.....	Monsour	178	Jun
Hashing It Out.....	Kapecki	198	Nov	Poor Man's Logic Analyzer.....	Eckert	196	Oct

#### VIDEO

A Video Board from Ithaca Intersystems.....	Brooner	50	Jan
Elf Video from Netronics.....	Shroyer	142	May
Whoa, Apple.....	Phillips	132	Oct
Video the Easy Way (Gimix Video Board).....	Sorrels	195	Nov

#### WORD PROCESSING

Development of a Text-Handling Program.....	Sparks	112	Feb
Do the Job for Less.....	Guralnick	110	Mar
Take a Letter, Ms. TRS-80.....	Adams	58	Apr
Super Word Processors.....	Hallen	214	Jun
TRS Text Formatter.....	Daniels	72	Jul

#### Z-80

Programming the Z-80 (part 1).....	Macaluso	62	Mar
Programming the Z-80 (part 2).....	Macaluso	38	Apr
Are You Bugged by Memory Errors?.....	Stanton	190	Apr
New Version of BASIC (Microsoft's BASIC-80).....	Lindsay	72	May
JazZ-80.....	David	148	May
Level II BASIC on a Z-80 System.....	Uschold	52	Aug
Upgrading the Heath H8 with a Z-80.....	Swayne	50	Oct
Video HARDCOPY For CP/M.....	Stok	168	Oct
Mailing Label/Envelope Printer.....	Shapiro	140	Nov

#### 1802

The ELF EPROMmer.....	Cotter	76	Feb
Tiny BASIC Square Root Routine.....	Crawford	172	Feb
1802 EPROM Programming.....	Floersch	146	Mar
Analog-to-Digital Conversion.....	Redstone	28	Apr
RCA's VIP Tiny BASIC.....	Dolce	111	Apr
A COSMAC CDP1802, CDP1854 Monitor.....	Thurm	132	May
Elf Video from Netronics.....	Shroyer	142	May
Elf Meets a New Friend.....	Harris	54	Jul
Disassembler for the 1802.....	Beringer	196	Jul
Memory-Checking Program for the 1802.....	Bunn	162	Aug
1802 Machine-Language Techniques.....	Strope	192	Oct
The 1802 EPROM Board.....	Rubis	154	Nov

#### 6502 (ALSO SEE APPLE, KIM, OSI, PET)

Synertek's SYM-1.....	Paturzo	94	Jan
Reduce Keyboarding Effort.....	Hines, Winkel, Collins	96	Feb
Quiz Whiz.....	Hines, Russell, Collins	213	Apr
Software for the AIM 65.....	Williams	96	May

#### 6800/6808/6809 (ALSO SEE SWTP)

Software Clock for the 6800.....	Parry	150	Jan
6800 Trace and Disassembler Program.....	Carickhoff	84	May
Micromonitor for MIKBUG.....	Tietz	72	May
Kilobaud Klassroom No. 19.....	Stark	22	Jun
Student Scheduling on a Small Computer.....	Stark	112	Jun
Computerized Gradebook.....	Kaza	126	Jun
Physics Teacher.....	O'Neil	138	Jun
RELDMP.....	Hughes	174	Jun
Hardware Calendar Clock for Your 6800.....	French	188	Jun
The 6802 Revisited.....	Jakob	206	Jun
Add-Ons for Your Add-On.....	Tietz	220	Jun
The SWTP CPU Switcheroo.....	Hughes	109	Sep
Instant No-Disk Program Loading.....	Leffingwell, Winn	120	Sep
TVBUG—A Closer Look.....	Froelich	192	Sep
Address List Program.....	Looney	40	Oct
Kilobaud Klassroom No. 21.....	Stark	60	Oct
The SWTP Computer System.....	Stark	117	Oct
Cassette Format for 6800 Systems.....	Wolfe	36	Nov
Computerized Security and Status System.....	Parry	30	Nov
Kilobaud Klassroom No. 22.....	Stark	70	Nov
6809 Design: Controller or System?.....	Ahrens	118	Nov
A PLL UART Clock.....	Franke	184	Nov
Speech Synthesis for the 6800.....	Mayhugh	120	Dec
Digital Tape and File Management System for the 6800.....	Woods, French	194	Dec

#### 8080/8085/8800/8035 (ALSO SEE HEATH, NORTH STAR)

Interrupting BASIC.....	Willits, Wiser	180	Jan
Solar Specs.....	Klem	68	Mar
Memory Map.....	Barbier	160	Mar
Are You Bugged by Memory Errors?.....	Stanton	190	Apr
Budget-Minded A/D Converter.....	Delinger, Petkiewicz	206	Apr
Data Communication Error Measurement.....	Conboy	52	May
New Version of BASIC (Microsoft's BASIC-80).....	Lindsay	72	May
PUSH! POP! RAM! WOW!.....	Dennon	200	May
Position-Independent Code for the 8080.....	Rose	202	Jun
X-Y Plotting with an X-T Plotter.....	Reid	186	Jul
Build Your Own 8085A-Based Micro.....	Barbier	62	Sep
The Secret Life of the 8085.....	Barbier	114	Sep
The \$35 Bare-Bones Microcomputer.....	Marks	172	Sep
A New Branch on the Family Tree (NSC800).....	Barbier	106	Oct
Two Jump-on-Reset Circuits for 8080 System Flexibility.....	Hassall	136	Nov

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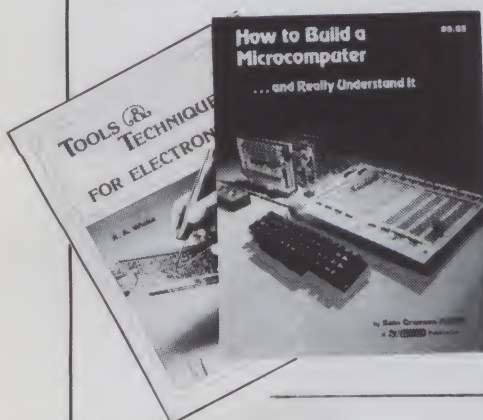
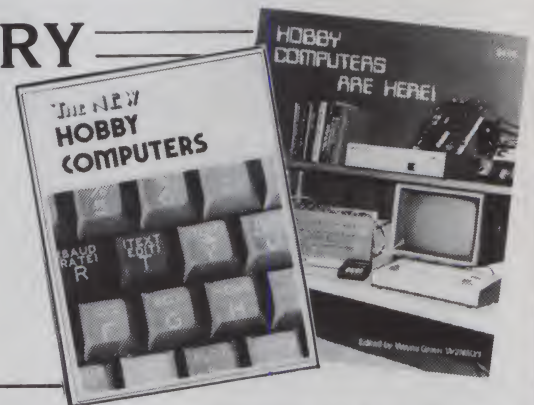
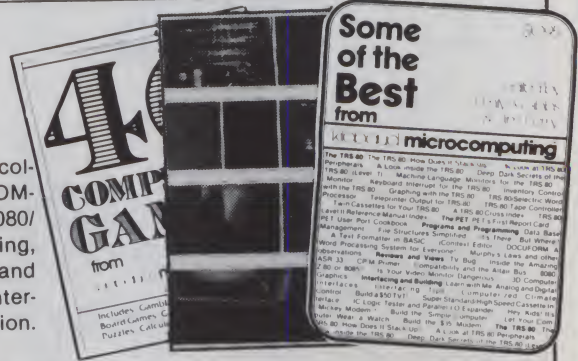
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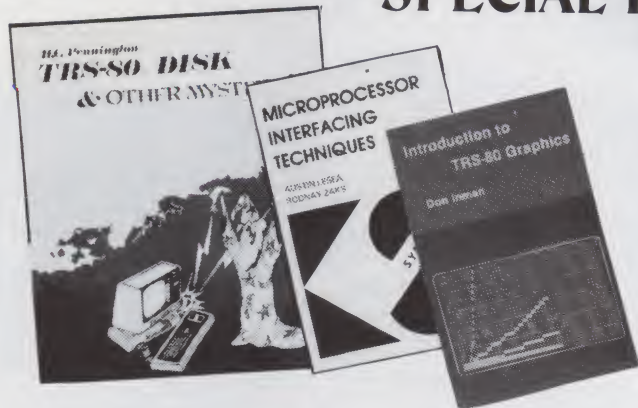
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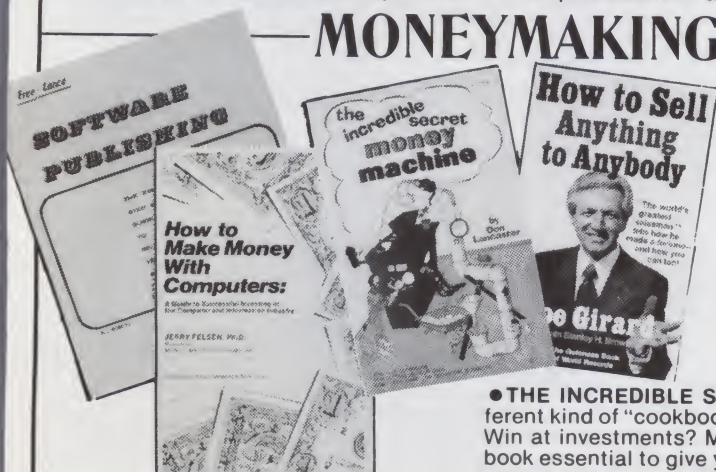
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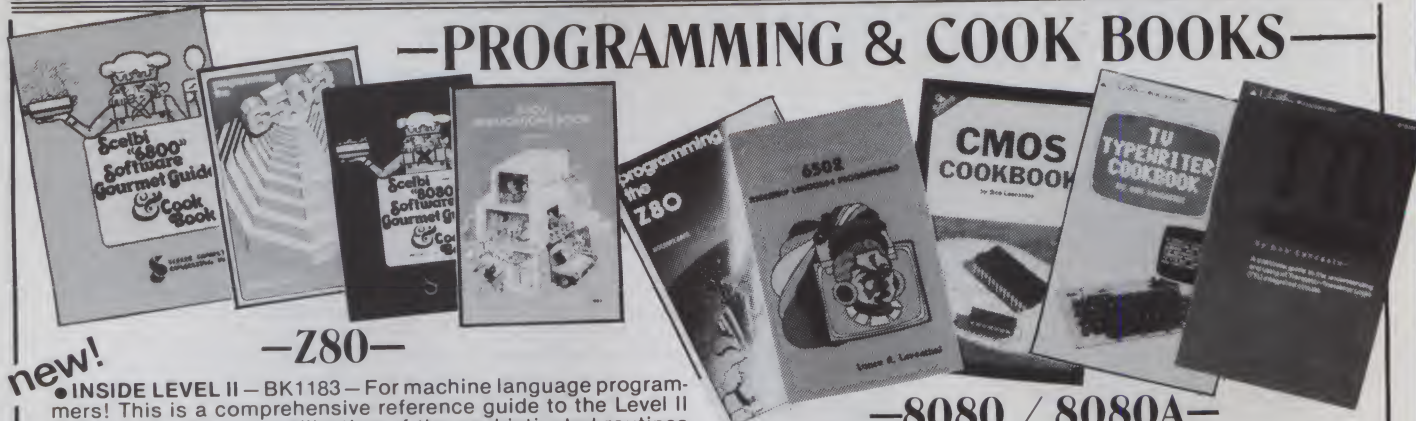
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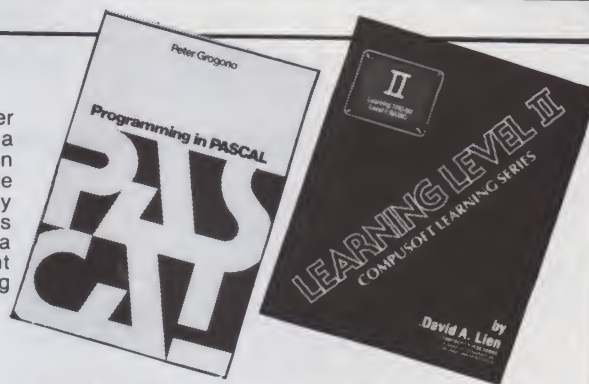
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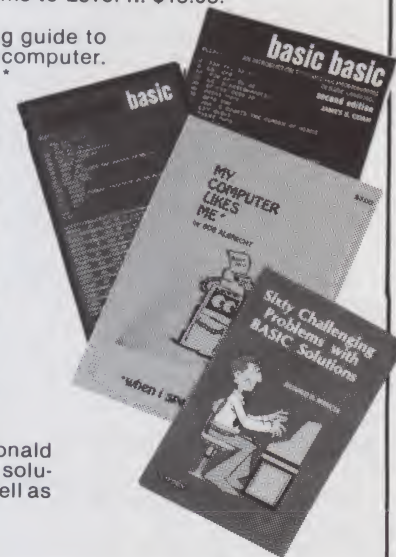
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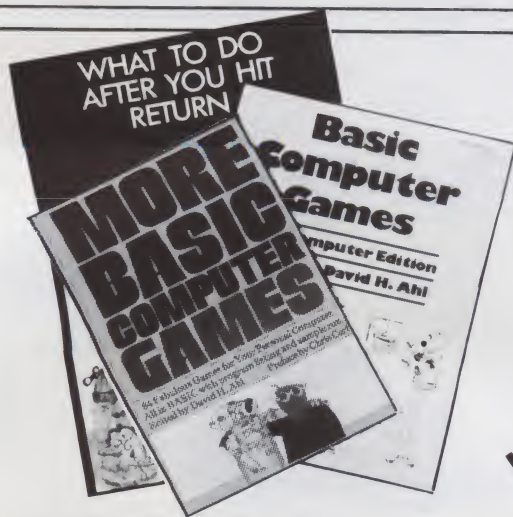


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 CPC-30200K Kit ..... \$299.95  
 CPC-30200A Jade A & T ..... \$375.00

#### CB2 - S.S.M.

2 or 4 MHz switchable Z-80\* CPU with RAM, ROM, & I/O  
 CPU-30300K Kit ..... \$239.95  
 CPC-30300A A & T ..... \$299.95

#### 2810 Z-80\* CPU - Cal Comp Sys

2 1/4 MHz Z-80A\* CPU w/serial I/O port  
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#### 64K RAM BOARD \$359.95

#### ExpandoRAM II - SD Systems

4 MHz RAM board expandable from 16K to 256K  
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 MEM-16630A 16K Jade A & T ..... \$299.95  
 MEM-32631K 32K kit ..... \$289.95  
 MEM-32631A 32K Jade A & T ..... \$339.95  
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 MEM-48631A 48K Jade A & T ..... \$374.95  
 MEM-64633K 64K kit ..... \$359.95  
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 MEM-48132K 48K kit ..... \$305.00  
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Add 16K of RAM to your TRS-80, Apple, or Exidy

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### DP-9501 - Anadex

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PRM-10511 with graphics & 2K	\$1595.00

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### CENTRONICS 737-1

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PRM-15737 Parallel	\$795.00
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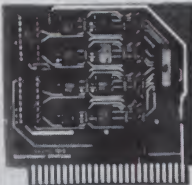
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- Requires +5 volts at 1.5 amps, and -12 volts at 30 mA • All 7400, TTL chips • Char. gen. 2513 • Upper case only • Board only \$39.00 Part No. 106, with parts \$145.00 Part No. 106A

### OPTO-ISOLATED PARALLEL INPUT BOARD FOR APPLE II



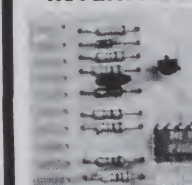
There are 8 inputs that can be driven from TTL logic or any 5 volt source. The circuit board can be plugged into any of the 8 sockets of your Apple II. It has a 16 pin socket for standard dip ribbon cable connection. Board only \$15.00. Part No. 120, with parts \$69.95. Part No. 120A.

### VIDEO TERMINAL



16 lines, 64 columns • Upper and lower case • 5x7 dot matrix • Serial RS-232 in and out with TTL parallel keyboard input • On board baud rate generator 75, 110, 150, 300, 600, & 1200 jumper selectable • Memory 1024 characters (7-21LQ2) • Video processor chip SFF96364 by Neculonic • Control characters (CR, LF, →, ←, ↑, ↓, non destructive cursor, CS, home, CL • White characters on black background or vice-versa • With the addition of a keyboard, video monitor or TV set with TV interface (part no. 107A) and power supply this is a complete stand alone terminal • also S-100 compatible • requires +16, & -16 VDC at 100mA, and 8VDC at 1A. Part No. 1000A \$199.95 kit.

### RS-232/TTL INTERFACE



- Converts TTL to RS-232, and converts RS-232 to TTL • Two separate circuits • Requires -12 and +12 volts • All connections go to a 10 pin edge connector; kit \$9.95 Part No. 232A 10P edge connector \$3.00 part No. 10P.

### PARALLEL TRIAC OUTPUT BOARD FOR APPLE II



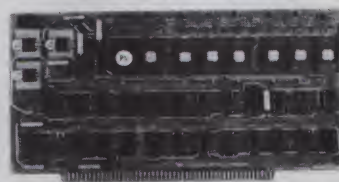
This board has 8 triacs capable of switching 110 volt 6 amp loads (660 watts per channel) or a total of 5280 watts. Board only \$15.00 Part No. 210, with parts \$119.95 Part No. 210A

### APPLE II SERIAL I/O INTERFACE



Baud rate is continuously adjustable from 0 to 30,000 • Plugs into any peripheral connector • Low current drain. RS-232 input and output • On board switch selectable 5 to 8 data bits, 1 or 2 stop bits, and parity or no parity either odd or even • Jumper selectable address • SOFTWARE • Input and Output routine from monitor or BASIC to teletype or other serial printer • Program for using an Apple II for a video or an intelligent terminal. Also can output in correspondence code to interface with some electrics. • Also watches DTR • Board only \$15.00 Part No. 2, with parts \$42.00 Part No. 2A, assembled \$62.00 Part No. 2C

### 8K EPROM PIGEON



- Programs 2708's address relocation of each 4K of memory to any 4K boundary • Power on jump and reset jump option for "turnkey" systems and computers without a front panel
- Program saver software in 1 2708 EPROM \$25. Bare board \$35 including custom coil, board with parts but no EPROMs \$139, with 4 EPROMs \$179, with 8 EPROMs \$219.

### SPINWRITER MODELS 5510 and 5520



Features • EIA RS-232C/CCITT V24 Interface Standard • 55 Characters Per Second Maximum Print Rate • Impeccable Print Quality (OCR Quality) • Microprocessor Electronics • High Resolution Plotting/Graphing • Lowest Operating Noise Level • Self-Test Printing • Operator Engineered Control Panel • Prints Original and up to Seven Copies • NEC Information Systems new Model 5510 Receive Only and Model 5520 Keyboard Send/Receive SPINWRITER terminals are microprocessor controlled serial, impact terminals designed for remote printing applications where impeccable print quality is required. Model 5510 RO, Part No. NECA30759 \$2795.95 • Model 5520 KSR, Part No. NECA30762 \$3095.95

### DC POWER SUPPLY

- Board supplies a regulated +5 volts at 3 amps., +12, -12, and -5 volts at 1 amp. • Power required is 8 volts AC at 3 amps., and 24 volts AC C.T. at 1.5 amps. • Board only \$12.50 Part No. 6085, with parts excluding transformers \$42.50 Part No. 6085A



### TIDMA



Tape Interface Direct Memory Access • Record and play programs without bootstrap loader (no prom) has FSK encoder/decoder for direct connections to low cost recorder at 1200 baud rate, and direct connections for inputs and outputs to a digital recorder at any baud rate • S-100 bus compatible • Board only \$35.00 Part No. 112, with parts \$110.00 Part No. 112A.

### SYSTEM MONITOR

8080, 8085, or Z-80 System monitor for use with the TIDMA board. There is no need for the front panel. Complete with documentation \$12.95.

### RS-232/TTY INTERFACE



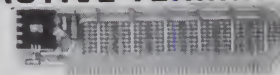
This board has two active circuits, one converts RS-232 to 20 mA, the other converts 20 mA to RS-232. Requires +12 and -12 volts. \$9.95 Part No. 600A Kit.

### SERIAL I/O



Four Serial I/O RS-232 ports. S-100 Bus, Software or jumper selectable baud rate (110, 300, 600, 1200, 2400, 4800, 9600, 19.2K), on board Xtal baud rate generator, Addressing, switch selectable, Parity or no parity (odd or even) switch selectable, 1 or 2 stop bits, 5 to 8 bits/character. Board only \$29.95, Part No. 7908, With parts (kit) \$199.95, Part No. 7908A.

### S-100 BUS ACTIVE TERMINATOR



Board only \$14.95 Part No. 900, with parts \$24.95 Part No. 900A

### 5 VOLT POWER SUPPLY



This 2 1/4 x 2 1/2" 5V 500MA power supply is protected against short circuit and thermal breakdown and uses a wall transformer for safety • It operates JBE A-D and D-A converter, 8085 computer, 8088 computer and 6502 microcomputer • Documentation is included. • Assm. Part No. 80160A \$20.95 • Kit Part No. 80160K \$16.95 • Bare Board \$8.95

### 6502 MICRO-MICROCOMPUTER



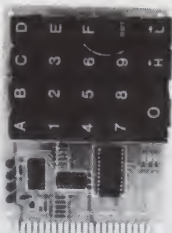
Microcomputer has the following: • 1024 Bytes of RAM (two 2114s) • 2048 Bytes of EPROM (2716) • Uses one 6522 via (documentation inc.) • 2 8-bit bidirectional I/O ports • 2 16-bit programmable timer/counters • Serial Data Port • Latched output and input with handshaking logic • TTL and CMOS compatible • The 6502 Microprocessor is particularly suited for control functions such as temperature control, burglar alarm, electric wheelchair, lights, etc. • This Micro-Micro interfaces with the JBE Solid State Switch and A-D and D-A Converter and uses the JBE 5V power supply (see below) • 2716 EPROM is available separately (not included in kit or assm. board) • A 50 pin connector is included • Assm. Part No. 80153A \$110.95 • Kit Part No. 80153K \$89.95

To Order: →



### HEX ENCODED KEYBOARD

Four onboard LEDs indicate the HEX code generated for each key depression. The board requires a single +5 volt supply. Board only \$15.00 Part No. HEX-3, with parts \$49.95 Part No. HEX-3A, 44 pin edge connector \$4.00 Part No. 44P.

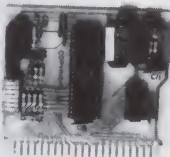


### T.V. INTERFACE



• Converts video to AM modulated RF, Channels 2 or 3. So powerful almost no tuning is required. On board regulated power supply makes this extremely stable. Rated very highly in Doctor Dobbs' Journal. Recommended by Apple • Power required is 12 volts AC C.T., or +5 volts DC • Board only \$7.60 part No. 107, with parts \$13.50 Part No. 107A

### UART & BAUD RATE GENERATOR



• Converts serial to parallel and parallel to serial • Low cost on board baud rate generator • Baud rates: 110, 150, 300, 600, 1200, and 2400 • Low power drain +5 volts and -12 volts required • TTL compatible • All characters contain a start bit, 5 to 8 data bits, 1 or 2 stop bits, and either odd or even parity. • All connections go to a 44 pin gold plated edge connector • Board only \$12.00 Part No. 101, with parts \$35.00 Part No. 101A, 44 pin edge connector \$4.00 Part No. 44P

### 44 BUS MOTHER BOARD



Has provisions for ten 44 pin (.156) connectors, spaced 3/4 of an inch apart. Pin 20 is connected to X, and 22 is connected to Z for power and ground. All the other pins are connected in parallel. This board also has provisions for bypass capacitors. Board cost \$15.00 Part No. 102. Connectors \$3.00 each Part No. 44WP.

### 16K RAMS

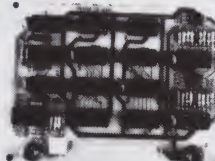
For the Apple, TRS-80 or Pet \$8 each Part No. 4116/2117.

### SOLID STATE SWITCH



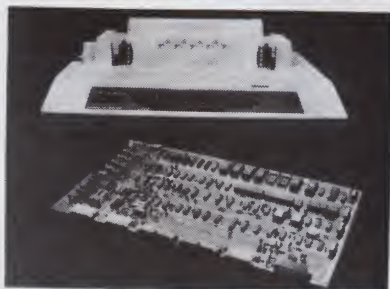
Your computer can control power (120VAC) to your printer, lights, and other 120 VAC appliances up to 720 watts (6AMPS at 120VAC) • Input 3 to 15 VDC, 2-13 MA TTL compatible, isolation 1500V • 1 Channel Assm. Part No. 79282A1 \$13.95 • 1 Channel Kit Part No. 79282K1 \$10.95 • 4 Channel Assm. Part No. 79282A4 \$49.95 • 4 Channel Kit Part No. 79282K4 \$39.95

### A-to-D D-to-A CONVERTER



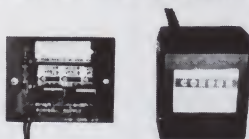
• Analog to Digital Converter • A-D conversion time 20us • D-A conversion 5us • Uses include speech and music synthesizing and slow scan TV • Single power supply (5V), 8 Bits wide, latched I/O, strobe lines • Assm. Part No. 79287A \$79.95 • Kit Part No. 79287K \$59.95

### DECWRITER GRAPHICS BOARD



Low cost graphics hardcopy? Add GRAPHICS II to your DECwriter! GRAPHICS II makes the DECwriter II a digital printer plotter with bidirectional paper feed, built in vector generator and 100 x 72 DPI resolution • Includes APL and RAM characters, bold and double size type, tabs, RS 232 and CL I/F's, 1000 character buffer and more • Can be used with any computer • Installs in minutes • Great for science, engineering, business graphics • Part No. 217900 \$995.00 • Bidirectional tractor feed Part No. G3000 \$65.00

### ± 12 VOLT POWER SUPPLY



This 2x2 1/2" power supply uses a wall transformer for safety and is protected against short circuit and thermal breakdown • It is rated at ± 12V 120MA and can be used as a single 24V power supply at 120MA • It is ideally suited to operational amplifier experiments • Assm. Part No. 80161A \$22.95 • Kit Part No. 80161K \$18.95

### TAPE INTERFACE



• Converts a low cost tape recorder to a digital recorder • Works up to 1200 baud • Digital in and out are TTL serial • Output of board connects to mic. in of recorder • Earphone of recorder connects to input on board • No coils • Requires +5 volts, low power drain • Board only \$7.60 Part No. 111, with parts \$29.95 Part No. 111A

### MODEM



• Type 103 • Full or half duplex • Works up to 300 baud • Originate or Answer • Serial TTL input and output • Connect 8 Ω speaker and crystal mic. directly to board • Requires +5 volts • Board only \$7.60 Part No. 109, with parts \$29.95 Part No. 109A.

### DIGICOM DATA PRODUCTS INC. Series 312 Acoustic Coupler



300 BAUD Originate, Part No. AC3122, \$219.95. 300 BAUD Answer, Part No. AC3122, \$219.95. 300 BAUD Answer/Originate, Part No. AC3123, \$229.95.

### HIGH VOLTAGE TRANSIENT ELIMINATOR



Detects and shunts voltage transients in less than one nanosecond • Rated energy dissipation of 600,000 watts up to 100 microseconds • Plugs into any standard 120-volt outlet for immediate protection. • Part No. RK120 \$85.00

### DIMMER CONTROL



The JBE Dimmer Control has 4 channels, 256 brightness levels, on-board power supply and four 8-bit parallel input ports (not latched) • This board interfaces with the JBE Solid State Switch and Apple II Parallel Interface Card (documentation incl.) • Assm. Part No. 80146A \$89.95 • Kit Part No. 80146K \$79.95

### COMPUCRUISE



\$129.95; with cruise control \$169.95

### SUPER MODEM



Originate, RS-232 and 20 mA compatible, Full duplex, and half duplex, direct connect or acoustic coupled, on board power supply, carrier detect light, DB25 plug, 300 BAUD, Type 103 compatible frequencies, Bare board Part No. 2000, \$19.95, Kit Part No. 2000A, \$99.95.

Send for FREE Catalog...a big self addressed envelope with 80¢ postage gets it fastest!

### To Order:

Mention part no., description, and price. In USA shipping paid by us for orders accompanied by check or money order. We accept C.O.D. orders (U.S. only) or a VISA or Master Charge no., expiration date, signature and phone no., shipping charges will be added. CA residents add 6.5% for tax. Outside USA add 15% for air mail postage and handling. Payment must be in U.S. dollars. Dealer inquiries invited. Prices subject to change without notice.



Order Line: (408) 448-0800

**ELECTRONIC SYSTEMS** Dept. KB, P.O. Box 21638, San Jose, CA USA 95151



Power Supplies!

Power Supplies!

Power Supplies!

**SOLID STATE!! (5)****We got 'em! Take your pick . . .**

These units are ideal for micro computers. They have been removed from equipment, checked out and guaranteed.

- 1—5 volts @ 8 amps + 12 volts @ 2 amps + 6 volts @ 75 MA. Power supply has a 3-wire line cord and fused. Dimensions: 10 1/2" x 5 1/2" x 4 1/2". Shipping weight: 16 lbs. . . . . 37.50 ea. 2/70.00
- 2—Model 818, 5 volts at 15 amps + 12 volts at 4 amps-12 volts at 2 amps. (with line cord). . . . . 35.00 ea. 2/65.00
- 3— + 5 volts at 5 amps ± 12 volts at 500 ma. + 6 volts at 25 ms. (line cord included). . . . . 32.95 ea. 2/60.00
- 4—Elexon, multi output. Input: 120/240 AC, ± 10%, 47-63 hz; output: 1) 12V, 1.5A, DC, OVP; 2) 12V, 1.5A, D.C., OVP. New, in box with operating instructions. . . . . 31.50
- 5—Power Design, Model 1210, constant voltage, DC. P.S. input: 105-125 A.C., 55 to 440 hz. Output: 1-12 volts, 0-10 amps, DC. continuously adjustable output voltage and current limiting. . . . . 139.00

**COMPUTER GRADE CAPACITORS . . .**

18,000 mfd 10 VDC	1.25	11,000 mfd 25 VDC	1.50	4,000 mfd 75 VDC	1.75
4,400 mfd 20 VDC	1.00	35,000 mfd 35 VDC	3.50	1,000 mfd 100 VDC	1.00
46,000 mfd 20 VDC	2.50	10,000 mfd 50 VDC	2.50	6,800 mfd 100 VDC	3.50
3,000 mfd 25 VDC	1.00	22,000 mfd 60 VDC	3.75	4,700 mfd 150 VDC	3.75

**WIRE WRAP BOARDS**

These boards are pre-wired and removed from equipment. Easy to un-wrap for setting up your own board, contains mostly 14-pin IC sockets with individual pin connections. Each board has VCC and ground planes.

Smaller board measures 6 1/2" x 6" and has 40 to 50 sockets.  
Larger board measures 13 1/2" x 6" and has 75 to 100 sockets.



Reduced prices  
\$7.50 ea. 2/\$14.00  
\$12.50 ea. 2/\$23.00

**DIABLO System Disc Drive**

SERIES 40, MODEL 43

100 tracks per inch, total capacity of 50 megabits, w/Model 429 power supply, sector counter, 24 sectors, 1 fixed disc, 1 removable disc, average access time 38 ms, PPM: 2600, dimensions: 10 5/16" high, fits in standard rack, equipped with full extension slides, excellent used condition. Shipped freight collect.

**\$2495**

HEWLETT PACKARD model 200CD/rack mounted AUDIO OSCILLATOR freq:5hz to 600khz output: 160mw  
\$165.00

HEWLETT PACKARD model 400D ANALOG VACUUM TUBE VOLTMETER freq: 10hz to 4mhz voltmeter range: 1mv to 300vac in 12 ranges  
\$85.00

**TRANSFORMERS**

ISOLATION STEP-DOWN TYPE

Primary: 230/115V, 50/60  
CPS, Secondary: 115 volts  
output 250 VA.

**\$13.95**  
EACH

**IMC MAGNETICS  
SUPER BOXER FANS**

Unused, Model WS2107FL  
—310, 220/240 VAC, .3  
amps, 50/60 hz, 4 11/16" x  
4 11/16" x 1 1/2"

**\$8.95**

Clock Crystal Oscillators—TTL, Vectron, type CO-231T. Crystal freq. 4.9152 mhz. Input voltage 5 VDC ±. Output: Drives 10 TTL Loads Logic "0": 0.4V max., sink 16ma. Logic "1" 2.4V min source 2 ma. (above 50 mhz drives 2 Schottky TTL loads). Tuning adjust. with nominal range of ±30 ppm below 25 mhz and 15 ppm above 25 mhz. R.F.E. 1 1/2" x 1 1/2" x 1/2" . . . . . \$13.95

**SG-132 SWEEP SIGNAL GENERATOR**

FREQ: 15 TO 400 MHz

Output: AM & FM: CW . . . . . at any frequency. Crystal . . . . . 5mhz or ± 10B. Frequency accuracy . . . . . oscilloscope for observing waveforms.

**\$329****TRENDLINE PHONES**

Manufactured by I.T.T.

These units have rotary dials. Colors are: white, black, red, and green. They are packaged and have 6-foot cord and installation instructions. Used, but in good operating condition.

**34.50 WALL TYPE**

Minimum order \$25.00. Items offered subject to prior sale. FOB, Brockton, Mass. Money order or check w/order. Shipments and handling add 5%. Shipments by parcel post or UPS. No CODs. Mass. residents add 5% sales tax.

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COMPONENTS  
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CONNECTORS—WIRE



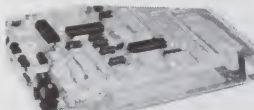
Start learning and computing for only **\$129.95** with a Netronics 8085-based computer kit. Then expand it in low-cost steps to a business/development system with 64k or more RAM, 8" floppy disk drives, hard disks and multi-terminal I/O.

# THE NEW EXPLORER/85 SYSTEM

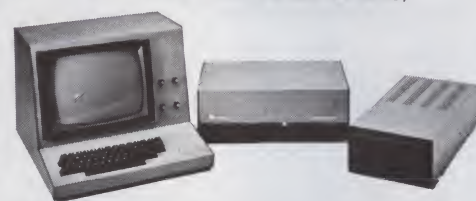
Special! Full 8" floppy, 64k system for less than the price of a mini! Only **\$1499.95!**

(Also available wired & tested, \$1799.95)

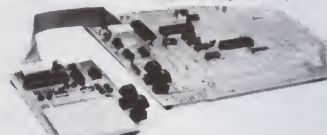
Imagine — for only \$129.95 you can own the starting level of Explorer/85, a computer that's expandable into full business/development capabilities — a computer that can be your beginner system, an OEM controller, or an IBM-formatted 8" disk small business system. From the first day you own Explorer/85, you begin computing on a significant level, and applying principles discussed in leading computer magazines. Explorer/85 features the advanced Intel 8085 CPU, which is 100% compatible with the older 8080A. It offers on-board S-100 bus expansion, Microsoft BASIC in ROM, plus instant conversion to mass storage disk memory with standard IBM-formatted 8" disks. All for only \$129.95, plus the cost of power supply, keyboard/terminal and RF modulator if you don't have them (see our remarkable prices below for these and other accessories). With a Hex Keypad/display front panel, Level "A" can be programmed with no need for a terminal, ideal for a controller, OEM, or a real low-cost start.



Level "A" is a complete operating system, perfect for beginners, hobbyists, industrial controller use. \$129.95



Full 8" disk system for less than the price of a mini (shown with Netronics Explorer/85 computer and new terminal). System features floppy drive from Control Data Corp., world's largest maker of memory storage systems (not a hobby brand!)



Level "A" With Hex Keypad/Display.

## LEVEL "A" SPECIFICATIONS

Explorer/85's Level "A" system features the advanced Intel 8085 CPU, an 8355 ROM with 2k deluxe monitor/operating system, and an advanced 8155 RAM I/O, all on a single motherboard with room for RAM/ROM/PROM/EPROM and S-100 expansion, plus generous prototyping space.

**PC Board:** Glass epoxy, plated through holes with solder mask. • I/O: Provisions for 25-pin (DB25) connector for terminal serial I/O, which can also support a paper tape reader. • cassette tape recorder input and output. • cassette tape control output. • LED output indicator on SOD (serial output) line. • printer interface (less drivers). • total of four 8-bit plus one 6-bit I/O ports. • **Crystal Frequency:** 6.144 MHz. • **Control Switches:** Reset and user (RST 7.5) interrupt. • additional provisions for RST 5.5, 6.5 and TRAP interrupts on-board. • **Counter/Timer:** Programmable, 14-bit binary. • **System RAM:** 256 bytes located at F800, ideal for smaller systems and for use as an isolated stack area in expanded systems. • RAM expandable to 64K via S-100 bus or 4k on motherboard.

**System Monitor (Terminal Version):** 2k bytes of deluxe system monitor ROM located at F800, leaving 6400 free for user RAM/ROM. Features include tape load with labeling. • examine/change contents of memory. • insert data. • warm start. • examine and change all registers. • single step with register display at each break point, a debugging/training feature. • go to execution address. • move blocks of memory from one location to another. • fill blocks of memory with a constant. • display blocks of memory. • automatic baud rate selection to 9600 baud. • variable display line length control (1-255 characters/line). • channelized I/O monitor routine with 8-bit parallel output for high-speed printer. • serial console in and console out channel so that monitor can communicate with I/O ports.

**System Monitor (Hex Keypad/Display Version):** Tape load with labeling. • tape dump with labeling. • examine/change contents of memory. • insert data. • warm start. • examine and change all registers. •

single step with register display at each break point. • go to execution address. Level "A" in this version makes a perfect controller for industrial applications, and is programmed using the Netronics Hex Keypad/Display. It is low cost, perfect for beginners.

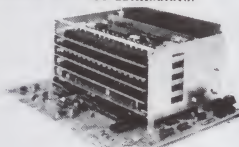
**HEX KEYPAD/DISPLAY SPECIFICATIONS**  
Calculator type keypad with 24 system-defined and 16 user-defined keys. Six digit calculator-type display, that displays full address plus data as well as register and status information.

## LEVEL "B" SPECIFICATIONS

Level "B" provides the S-100 signals plus buffers/drivers to support up to six S-100 bus boards, and includes: address decoding for on-board 4k RAM expansion selectable in 4k blocks. • address decoding for on-board 8k EPROM expansion selectable in 8k blocks. • address and data bus drivers for on-board expansion. • wait state generator (jumper selectable), to allow the use of slower memories. • two separate 5 volt regulators.

## LEVEL "C" SPECIFICATIONS

Level "C" expands Explorer/85's motherboard with a card cage, allowing you to plug up to six S-100 cards directly into the motherboard. Both cage and card are neatly contained inside Explorer's deluxe steel cabinet. Level "C" includes a sheet metal superstructure, a 5-card, gold plated S-100 extension PC board that plugs into the motherboard. Just add required number of S-100 connectors.



Explorer/85 With Level "C" Card Cage.

## LEVEL "D" SPECIFICATIONS

Level "D" provides 4k of RAM, power supply regulation, filtering decoupling components and sockets to expand your Explorer/85 memory to 4k (plus the origi-

nal 256 bytes located in the 8155A). The static RAM can be located anywhere from 0000 to 0FFF in 4k blocks.

## LEVEL "E" SPECIFICATIONS

Level "E" adds sockets for 8k of EPROM to use the popular Intel 2716 or the TI 2516. It includes all sockets, power supply regulator, heat sink, filtering and decoupling components. Sockets may also be used for 2k x 8 RAM IC's (allowing for up to 12k of on-board RAM).

## DISK DRIVE SPECIFICATIONS

- 8" CONTROL DATA CORP. professional drive.
- LSI controller.
- Write protect.
- Single or double density.
- Data capacity: 401,016 bytes (SD), 802,032 bytes (DD), unformatted.
- Access time: 25ms (one track).

## DISK CONTROLLER/I/O BOARD SPECIFICATIONS

- Controls up to four 8" drives.
- 1771A LSI (SD) floppy disk controller.
- Onboard data separator (IBM compatible).
- 2 Serial I/O ports.
- Autoboot to disk system when system reset.
- 2716 PROM socket included for use in custom applications.
- Onboard crystal controlled.
- Onboard I/O baud rate generators to 9600 baud.
- Double-sided PC board (glass epoxy).

## DISK DRIVE CABINET/POWER SUPPLY

• Deluxe steel cabinet with individual power supply for maximum reliability and stability.

## ORDER A COORDINATED EXPLORER/85 APPLICATIONS PAK!

**Beginner's Pak (Save \$26.00!)** — Buy Level "A" (Terminal Version) with Monitor Source Listing and AP-1 5-amp Power Supply: (regular price \$199.95), now at SPECIAL PRICE: **\$169.95** plus post. & insur.

**Experimenter's Pak II (Save \$53.40!)** — Buy Level "A" (Hex Keypad/Display Version) with Hex Keypad/Display, Intel 8085 User Manual, Level "A" Hex Monitor Source Listing, and AP-1 5-amp Power Supply: (regular price \$279.35), all at SPECIAL PRICE: **\$219.95** plus post. & insur.

**Special Microsoft BASIC Pak (Save \$103.00!)** — Includes Level "A" (Terminal Version), Level "D" (4k RAM), Level "E", 8k Microsoft in ROM, Intel 8085 User Manual, Level "A" Monitor Source Listing, and AP-1 5-amp Power Supply: (regular price \$439.70), now yours at SPECIAL PRICE: **\$329.95** plus post. & insur.

**ADD A TERMINAL WITH CABINET, GET A FREE RF MODULATOR:** Save over \$114 at this SPECIAL PRICE: **\$499.95** plus post. & insur.

**Special 8" Disk Edition Explorer/85 (Save over \$104!)**

— Includes disk-version Level "A", Level "B", two S-100 connectors and brackets, disk controller, 64k RAM, AP-1 5-amp power supply, Explorer/85 deluxe steel cabinet, cabinet fan, 8" SD/DD disk drive from famous CONTROL DATA CORP. (not a hobby brand!), drive cabinet with power supply, and drive cable set-up for two drives. This package includes everything but terminal and printers (see coupon for them). Regular price \$1630.30, all yours in kit at SPECIAL PRICE: **\$1499.95** plus post. & insur. Wired and tested, only **\$1799.95**.

**Special! Complete Business Software Pak (Save \$625.00!)** — Includes CPM 2.0, Microsoft BASIC, General Ledger, Accounts Receivable, Accounts Payable, Payroll Package: (regular price \$1325), yours now at SPECIAL PRICE: **\$699.95**.

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- ☐ ASCII Keyboard/Computer Terminal kit: features a full 128 character set, u&l case, full cursor control; 75 ohm video output; convertible to baudout output; selectable baud rate, RS232-C or 20 ma I/O, 32 or 64 character by 16 line formats, and can be used with either a CRT monitor or a TV set (if you have an RF modulator). ... \$149.95 plus \$3.00 post. & insur.
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- ☐ Hazeltine terminals: (Our prices too low to quote — CALL US)
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- ☐ Hex Keypad/Display kit ... \$69.95 plus \$2 post. & insur.

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# AIM 65 BY ROCKWELL INTERNATIONAL



AIM 65 is fully assembled, tested and warranted. With the addition of a low cost, readily available power supply, it's ready to start working for you.

AIM 65 features on-board thermal printer and alphanumeric display, and a terminal-style keyboard. It has an addressing capability up to 65K bytes, and comes with a user-dedicated 1K or 4K RAM. Two installed 4K ROMs hold a powerful Advanced Interface Monitor program, and three spare sockets are included to expand on-board ROM or PROM up to 20K bytes.

An Application Connector provides for attaching a TTY and one or two audio cassette recorders, and gives external access to the user-dedicated general purpose I/O lines.

Also included as standard are a comprehensive AIM 65 User's Manual, a handy pocket reference card, an R6500 Hardware Manual, an R6500 Programming Manual and an AIM 65 schematic.

AIM 65 is packaged on two compact modules. The circuit module is 12 inches wide and 10 inches long, the keyboard module is 12 inches wide and 4 inches long. They are connected by a detachable cable.

## THERMAL PRINTER

Most desired feature on low-cost microcomputer systems . . .

- Wide 20-column printout
- Versatile 5 x 7 dot matrix format
- Complete 64-character ASCII alphanumeric format
- Fast 120 lines per minute
- Quite thermal operation
- Proven reliability

## FULL-SIZE ALPHANUMERIC KEYBOARD

Provides compatibility with system terminals . . .

- Standard 54 key, terminal-style layout
- 26 alphabetic characters
- 10 numeric characters
- 22 special characters
- 9 control functions
- 3 user-defined functions

## TRUE ALPHANUMERIC DISPLAY

Provides legible and lengthy display . . .

- 20 characters wide
- 16-segment characters
- High contrast monolithic characters
- Complete 64-character ASCII alphanumeric format

## PROVEN R6500 MICROCOMPUTER SYSTEM DEVICES

Reliable, high performance NMOS technology . . .

- R6502 Central Processing Unit (CPU), operating at 1 MHz. Has 65K address capability, 13 addressing modes and true index capability. Simple but powerful 56 instructions.
- Read/Write Memory, using R2114 Static RAM devices. Available in 1K byte and 4K byte versions.
- 8K Monitor Program Memory, using R2332 Static ROM devices. Has sockets to accept additional 2332 ROM or 2532 PROM devices, to expand on-board Program memory up to 20K bytes.
- R6532 RAM-Input/Output-Timer (RIOT) combination device. Multipurpose circuit for AIM 65 Monitor functions.
- Two R6522 Versatile Interface Adapter (VIA) devices, which support AIM 65 and user functions. Each VIA has two parallel and one serial 8-bit, bidirectional I/O ports, two 2-bit peripheral handshake control lines and two fully-programmable 16-bit interval timer/event counters.

## BUILT-IN EXPANSION CAPABILITY

- 44-Pin Application Connector for peripheral add-ons
- 44-Pin Expansion Connector has full system bus
- Both connectors are KIM-1 compatible

## TTY AND AUDIO CASSETTE INTERFACES

Standard interface to low-cost peripherals . . .

- 20 ma. current loop TTY interface
- Interface for two audio cassette recorders
- Two audio cassette formats: ASCII KIM-1 compatible and binary, blocked file assembler compatible

## ROM RESIDENT ADVANCED INTERACTIVE MONITOR

Advanced features found only on larger systems . . .

- Monitor-generated prompts
- Single keystroke commands
- Address independent data entry
- Debug aids
- Error messages
- Option and user interface linkage

## ADVANCED INTERACTIVE MONITOR COMMANDS

- Major Function Entry
- Instruction Entry and Disassembly
- Display/Alter Registers and Memory
- Manipulate Breakpoints
- Control Instruction/Trace
- Control Peripheral Devices
- Call User-Defined Functions
- Comprehensive Text Editor

## LOW COST PLUG-IN ROM OPTIONS

- 4K Assembler—symbolic, two-pass . A65-010 \$79.00
- 8K BASIC Interpreter . A65-020 \$99.00

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National Semiconductor

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16K DYNAMIC RAM (150NS)  
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**MM2114-3** ..... \$5.95 each  
4K STATIC RAM (300NS)  
(8 EACH \$43.95) (100 EACH \$450.00/lot)

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4K STATIC RAM (LOW POWER 300NS)  
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- Erases 2708, 2716, 1702A, 5203Q, 5204Q, etc.
- Erases up to 4 chips within 20 minutes.
- Maintains constant exposure distance of one inch.
- Special conductive foam liner eliminates static build-up.
- Built-in safety lock to prevent UV exposure.
- Compact - only 7-5/8" x 2-7/8" x 2"
- Complete with holding tray for 4 chips.

**UVS-11E** ..... \$79.50

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- Four .630" ht. and two .300" ht. common anode displays
- Uses MM5314 clock chip
- Switches for hours, minutes and hold functions
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- 115VAC operation
- 12 or 24 hour operation
- Includes all components, case and wall transformer
- Size: 6 3/4" x 3-1/8" x 1 3/4"

**JE747** ..... \$29.95

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- Bright .300 ht. comm. cathode display
- Uses MM5314 clock chip
- Switches for hours, minutes and hold modes
- Hrs. easily viewable to 20 ft.
- Simulated walnut case
- 115 VAC operation
- 12 or 24 hr. operation
- Incl. all components, case & wall transformer
- Size: 6 3/4" x 3-1/8" x 1 3/4"

**JE701** ..... \$19.95

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Uses LM309K. Heat sink provided. PC board construction. Provides a solid 1 amp @ 5 volts. Can supply up to +5V, +9V and +12V with JE205 Adapter. Includes components, hardware and instructions. Size: 3 1/2" x 5" x 2 1/4"

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**ADAPTER BOARD**  
-Adapts to JE200-  
+5V, +9V and +12V

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AY-51013	30K BAUD UART	5.95

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2101 (8101)	256x4 Static	.75
2102	1024x1 Static	1.95
21102	1024x1 Static	1.95
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82515	2Kx1 Tri-Static Bipolar PROM	29.95
82515	8K PROM	29.95

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2513(2201)	Character Generator (Lower Case)	10.95
2510N	Character Generator	10.95
MM5230N	2048-Bit Read Only Memory	1.95

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MC4M6710P	128x8x7 Math Symbol & Pictures	13.50
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### MICROPROCESSOR MANUALS

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M-CDP1802	User Manual	7.50
M-3500	User Manual	5.00

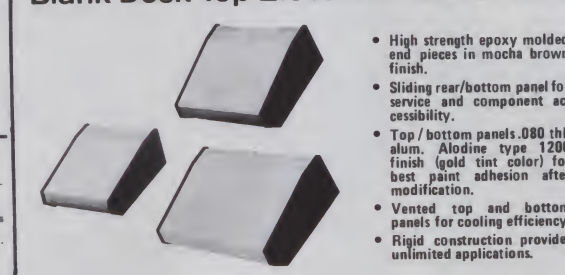
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- Size: 15" x 15" x 15" O.D., 14 1/2" H x 14 1/2" W x 13 1/2" D.
- Weight: approximately 12 lbs.
- CRT monitor fan and disk drives not included.

**CUBE-1** ..... \$99.95

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- Expand your 4K TRS-80 System to 16K.
- Kit comes complete with:
- 8 each MM5290-2 (UPD416) (16K Dynamic Rams) (250NS or less)
- Documentation for conversion

**TRS-16K** ..... \$49.95

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The JE610 ASCII Keyboard Kit can be interfaced into most any computer system. The kit comes complete with an industrial grade keyboard assembly (62-key), IC's, sockets, connector, electronic components and a double-sided printed wiring board. The keyboard assembly requires +5V @ 150mA and -12V @ 10 mA for operation. Features: 60 keys generate the 126 characters, upper and lower case ASCII set. Fully buffered. Two user-definable keys provided for custom applications. Caps lock for upper-case-only alphabetic characters. Utilizes a 2375 (40-pin) encoder read-only memory chip. Outputs directly compatible with TTL/DTL or MOS logic arrays. Easy interfacing with a 16-pin dip or 18-pin edge connector.

**JE610** (Case not included) ..... \$79.95

**K62** (Keyboard only) ..... \$34.95

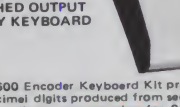
## Desk-Top Enclosure for JE610 ASCII Encoded Keyboard Kit

Compact desk-top enclosure: Color-coordinated designer's case with light tan aluminum panels and molded end pieces in mocha brown. Includes mounting hardware. Size: 3 3/4" H x 14 1/2" W x 8 3/4" D.

**DTE-AK** ..... \$49.95

**SPECIAL: JE610/DTE-AK PURCHASED TOGETHER**  
(Value \$129.90) ..... \$124.95

## JE600 Hexadecimal Encoder Kit



The JE600 Encoder Keyboard Kit provides two separate hexadecimal digits produced from sequential key entries to allow direct programming for 8-bit microprocessor or 8-bit memory circuits. Three additional keys are provided for user operations with one having a bistable output available. The outputs are latched and monitored with 9 LED readouts. Also included is a key entry strobe. Features: Full 8-bit latched output for microprocessor use. Three user-definable keys with one being bistable operation. Debounce circuit provided for all 19 keys. 9 LED readouts to verify entries. Easy interfacing with standard 16-pin IC connector. Only +5VDC required for operation.

**JE600** (Case not included) ..... \$59.95

**K19** (Keyboard only) ..... \$14.95

## Desk-Top Enclosure for JE600 Hexadecimal Keyboard Kit

Compact desk-top enclosure: Color-coordinated designer's case with light tan aluminum panels and molded end pieces in mocha brown. Includes mounting hardware. Size: 3 3/4" H x 8 3/4" W x 8 3/4" D.

**DTE-HK** ..... \$44.95

**SPECIAL: JE600/DTE-HK PURCHASED TOGETHER**  
(Value \$104.90) ..... \$99.95



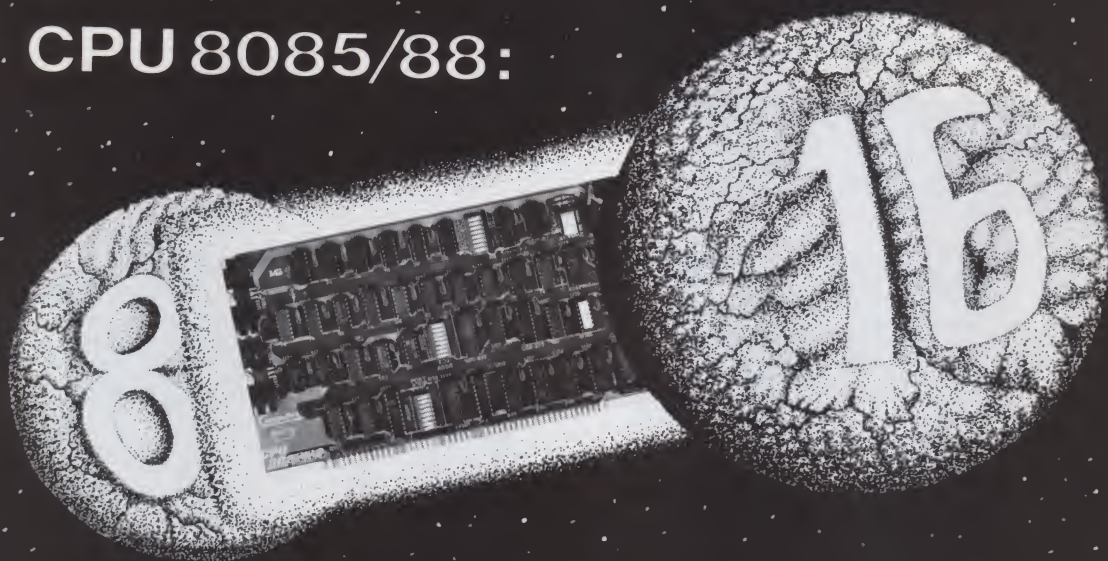
## 247







# CPU 8085/88:



## THE BRIDGE BETWEEN TWO WORLDS.

When we shipped the first CPU 8085/88 back in June of 1980, we created a bridge between the 8 bit world of the present and the 16 bit world of the future.

The response has been overwhelming - but really, no other reaction would be appropriate for a CPU board that is downward compatible with 8 bit 8080/8085 software, upward compatible with 16 bit 8086/8088 software (as well as Intel's coming P-Series), designed for professional-level high speed applications, and engineered for full compliance with all IEEE 696/S-100 standards.

See this bridge to the future of computing at finer computer stores world-wide.

**The CPU 8085/88 is all that we say it is . . . and more.**

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ELECTRONICS

✓ 42

**Prices:** \$295 unkit (sockets and bypass caps pre-soldered in place, 5 MHz operation); \$425 assembled (5 MHz operation); \$525 qualified under the high-reliability Certified System Component program (with 5 MHz 8085, 6 MHz 8088). **Owner's manual** available separately for \$5. **Monitor/debugger** available on 8" disc for \$35. For 24 hour VISA® / Mastercard® orders, call (415) 562-0636.



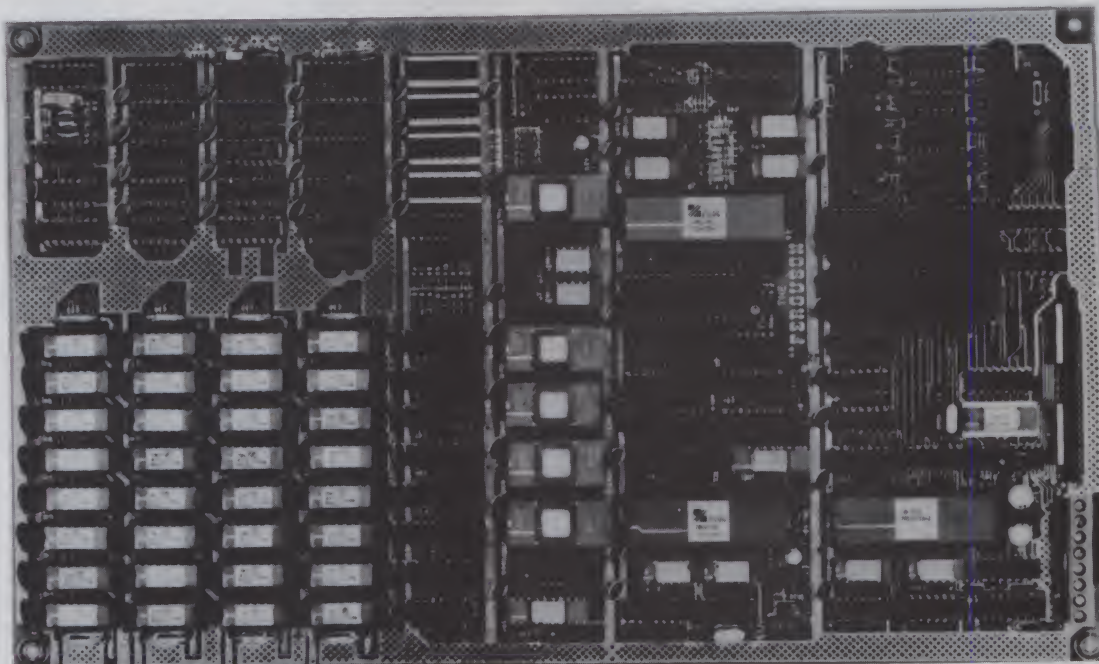
# NEW!

## "THE BIG BOARD" OEM - INDUSTRIAL - BUSINESS - SCIENTIFIC SINGLE BOARD COMPUTER KIT! Z-80 CPU! 64K RAM!

# NEW!

PARTIAL KIT

For All Sockets Installed  
And Soldered Add \$50.



**THE FERGUSON PROJECT:** Three years in the works, and maybe too good to be true. A tribute to hard headed, no compromise, high performance, American engineering! The Big Board gives you all the most needed computing features on one board at a very reasonable cost. The Big Board was designed from scratch to run the latest version of CP/M\*. Just imagine all the off-the-shelf software that can be run on the Big Board without any modifications needed! Take a Big Board, add a couple of 8 inch disc drives, power supply, an enclosure, C.R.T., and you have a total Business System for about 1/3 the cost you might expect to pay.

**\$649<sup>00</sup>** \*\*

(64K KIT  
BASIC I/O)

SIZE: 8 1/4 x 13 1/4 IN.  
SAME AS AN 8 IN. DRIVE.  
REQUIRES: +5V @ 3 AMPS  
+ - 12V @ .5 AMPS.

### FULLY SOCKETED!

### FEATURES: (Remember, all this on one board!)

#### 64K RAM

Uses industry standard 4116 RAM'S. All 64K is available to the user, our VIDEO and EPROM sections do not make holes in system RAM. Also, very special care was taken in the RAM array PC layout to eliminate potential noise and glitches.

#### Z-80 CPU

Running at 2.5 MHZ. Handles all 4116 RAM refresh and supports Mode 2 INTERRUPTS. Fully buffered and runs 8080 software.

#### SERIAL I/O (OPTIONAL)

Full 2 channels using the Z80 SIO and the SMC8116 Baud Rate Generator. FULL RS232! For synchronous or asynchronous communication. In synchronous mode, the clocks can be transmitted or received by a modem. Both channels can be set up for either data-communication or data-terminals. Supports mode 2 Int. Price for all parts and connectors: \$85.

#### BASIC I/O

Consists of a separate parallel port (Z80 PIO) for use with an ASCII encoded keyboard for input. Output would be on the 80 x 24 Video Display.

#### 24 x 80 CHARACTER VIDEO

With a crisp, flicker-free display that looks extremely sharp even on small monitors. Hardware scroll and full cursor control. Composite video or split video and sync. Character set is supplied on a 2716 style ROM, making customized fonts easy. Sync pulses can be any desired length or polarity. Video may be inverted or true. 5 x 7 Matrix - Upper & Lower Case

#### FLOPPY DISC CONTROLLER

Uses WD1771 controller chip with a TTL Data Separator for enhanced reliability. IBM 3740 compatible. Supports up to four 8 inch disc drives. Directly compatible with standard Shugart drives such as the SA800 or SA801. Drives can be configured for remote AC off-on. Runs CP/M\* 2.2.

#### TWO PORT PARALLEL I/O (OPTIONAL)

Uses Z-80 PIO. Full 16 bits, fully buffered, bi-directional. User selectable hand shake polarity. Set of all parts and connectors for parallel I/O: \$29.95

#### REAL TIME CLOCK (OPTIONAL)

Uses Z-80 CTC. Can be configured as a Counter on Real Time Clock. Set of all parts: \$14.95

#### CP/M\* 2.2 FOR BIG BOARD

The popular CP/M\* D.O.S. modified by MICRONIX SYSTEMS to run on Big Board is available for \$150.00.

#### PC BOARD

Blank PC Board with Rom Set and Full Documentation. \$195.00

#### SYSTEM COMPARISON

64K RAM KIT	\$370.00	Talk about bangs per buck! The prices shown for \$100 kits were taken from the July 1980 BYTE. This will give some basis for comparison between the Big Board and a similar system implementation on the \$100 Buss.
80 x 24 Video Kit	365.00	
Floppy Disk Controller Kit	235.00	
Z-80 CPU Kit	185.95	
SER & PAR. I/O	129.95	
S-100 Mother Board	45.00	
<b>SUB TOTAL</b>	<b>\$1330.90</b>	

#### PFM 3.0 2K SYSTEM MONITOR

The real power of the Big Board lies in its PFM 3.0 on board monitor. PFM commands include: Dump Memory, Boot CP/M\*, Copy, Examine, Fill Memory, Test Memory, Go To, Read and Write I/O Ports, Disc Read (Drive, Track, Sector), and Search. PFM occupies one of the four 2716 EPROM locations provided. Z-80 is a Trademark of Zilog.

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(OF TEXAS)

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**TERMS:** Initial shipments will be made approximately 3 to 5 weeks after we receive your order. VISA, MC, cash accepted. We will accept COD's (for the Big Board only) with a \$75 deposit. Balance UPS COD. The \$75 deposit assures your place in line for the initial production run of Big Board.

\*TRADEMARK OF DIGITAL RESEARCH. NOT ASSOCIATED WITH DIGITAL RESEARCH OF CALIFORNIA, THE ORIGINATORS OF CPM SOFTWARE  
\*\*1 TO 4 PIECE DOMESTIC USA PRICE.

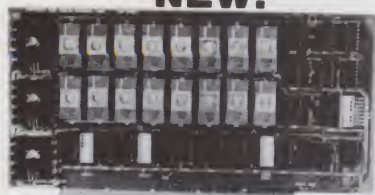


# DIGITAL RESEARCH COMPUTERS

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## 32K S-100 EPROM CARD

**NEW!**



**\$74.95**  
KIT

USES 2716's  
Blank PC Board - \$34  
ASSEMBLED & TESTED  
ADD \$30

**SPECIAL: 2716 EPROM's (450 NS) Are \$14.95 EA. With Above Kit.**

### KIT FEATURES:

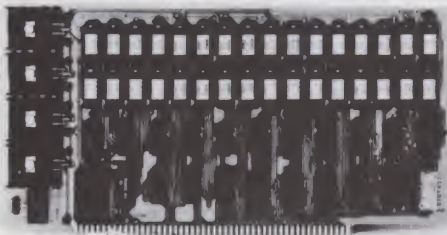
1. Uses +5V only 2716 (2Kx8) EPROM's.
2. Allows up to 32K of software on line!
3. IEEE S-100 Compatible.
4. Addressable as two independent 16K blocks.
5. Cromemco extended or Northstar bank select.
6. On board wait state circuitry if needed.
7. Any or all EPROM locations can be disabled.
8. Double sided PC board, solder-masked, silk-screened.
9. Gold plated contact fingers.
10. Unselected EPROM's automatically powered down for low power.
11. Fully buffered and bypassed.
12. Easy and quick to assemble.

## 16K STATIC RAM KIT-S 100 BUSS

PRICE CUT!

**\$199<sup>95</sup>**  
KIT

FOR 4MHZ  
ADD \$10



### KIT FEATURES:

1. Addressable as four separate 4K Blocks.
2. ON BOARD BANK SELECT circuitry. (Cromemco Standard!). Allows up to 512K on line!
3. Uses 2114 (450NS) 4K Static Rams.
4. ON BOARD SELECTABLE WAIT STATES.
5. Double sided PC Board, with solder mask and silk screened layout. Gold plated contact fingers
6. All address and data lines fully buffered.
7. Kit includes ALL parts and sockets.
8. PHANTOM is jumpered to PIN 67.
9. LOW POWER: under 1.5 amps TYPICAL from the +8 Volt Buss
10. Blank PC Board can be populated as any multiple of 4K.

BLANK PC BOARD W/DATA-\$33  
LOW PROFILE SOCKET SET-\$12  
SUPPORT IC'S & CAPS-\$19.95  
ASSEMBLED & TESTED-ADD \$35

**OUR #1 SELLING  
RAM BOARD!**

## NEW! S-100 SOUND COMPUTER BOARD

STEREO! NEW!

At last, an S-100 Board that unleashes the full power of two unbelievable General Instruments AY3-8910 NMOS computer sound IC's. Allows you under total computer control to generate an infinite number of special sound effects for games or any other program. Sounds can be called in BASIC, ASSEMBLY LANGUAGE, etc.

### KIT FEATURES:

- \* TWO GI SOUND COMPUTER IC'S.
- \* FOUR PARALLEL I/O PORTS ON BOARD.
- \* USES ON BOARD AUDIO AMPS OR YOUR STEREO.
- \* ON BOARD PROTO TYPING AREA.
- \* ALL SOCKETS, PARTS AND HARDWARE ARE INCLUDED.
- \* PC BOARD IS SOLDERMASKED, SILK SCREENED, WITH GOLD CONTACTS.
- \* EASY, QUICK, AND FUN TO BUILD. WITH FULL INSTRUCTIONS.
- \* USES PROGRAMMED I/O FOR MAXIMUM SYSTEM FLEXIBILITY.

Both Basic and Assembly Language Programming examples are included.

### SOFTWARE:

SCL™ is now available! Our Sound Command Language makes writing Sound Effects programs a SNAP! SCL™ also includes routines for Register-Examine-Modify, Memory-Examine-Modify, and Play-Memory. SCL™ is available on CP/M compatible diskette or 2708 or 2716. Diskette - \$24.95 2708 - \$19.95 2716 - \$29.95. Diskette includes the source. EPROM'S are ORG at E000H.

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**\$84<sup>95</sup>**

(WITH DATA MANUAL)

BLANK PC  
BOARD W/DATA  
\$31

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74LS373 - 1.99	

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FACTORY PRIME!

Huge special purchase of INTEL Dynamic RAM's. These are 2108-4, 300NS, 8K, Ceramic DIP. The 2108 is the INTEL 2116 (16K) tested for either upper or lower 8K only. These are factory prime. Full Spec. See INTEL 1978 Cat. for details or Memory Design Handbook for application data. Both IMSAI and EXTENSYS did mfg. S-100 RAM boards using these devices. — P.S. These devices will not work in the SD EPANDORAM™. Please specify upper or lower 8K. (S1626 or S1627). A super easy RAM to interface to a Z80, 16 PIN DIP

FOR 4MHZ PRICE CUT!  
**LOW POWER - 300NS  
2114 RAM SALE!**  
8 FOR \$37.50  
4K STATIC RAM'S. MAJOR BRAND, NEW PARTS.  
These are the most sought after 2114's, LOW POWER and 300NS FAST.  
8 FOR \$37.50

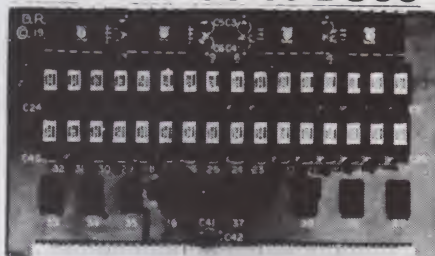
## 16K STATIC RAM SS-50 BUSS

PRICE CUT!

**\$210** KIT

FULLY STATIC!

FOR 2MHZ  
ADD \$10



FOR SWTPC  
6800 BUSS!

ASSEMBLED AND  
TESTED - \$35

### KIT FEATURES:

1. Addressable on 16K Boundaries
2. Uses 2114 Static Ram
3. Fully Bypassed
4. Double sided PC Board. Solder mask and silk screened layout
5. All Parts and Sockets included
6. Low Power: Under 1.5 Amps Typical

BLANK PC BOARD—\$30 COMPLETE SOCKET SET—\$12  
SUPPORT IC'S AND CAPS—\$19.95

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SAME AS INTEL 2107B!

4K RAMS AT AN UNBELIEVABLE 50¢ EACH!!!

Prime, new, National Semi., 1979 date coded, full spec. parts. N.S. #MM5280-5N. Same as INTEL 2107B-4, T.I. TMS4060, NEC uPD411, etc. We bought a HUGE QTY. from a West Coast Distributor at truly DISTRESS PRICES! One of the most popular and reliable RAM's ever made. These parts have been used by almost all Major Computer Main Frame Mfg. the world over! Arranged as 4K x 1, 270 NS Access Time, 22 Pin Dip. These units DO NOT use multiplexed addressing, thus making REFRESH and other timing very simple. See INTEL MEMORY DESIGN HANDBOOK for full application notes. The NAT. SEMI. MEMORY DATA BOOK is available at most Radio Shack Stores. Prime units in original factory tubes!

#5280-5N 4096 BITS x 1 270 NS ACCESS

8 FOR \$4.95 32 FOR \$16

FACTORY CASE (450 PCS) — \$180

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Order now for special ship mid Jan.

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MIKOS PARTS ASSORTMENTS ARE ALL FACTORY MARKED PARTS. KITS INCLUDE ALL PARTS LISTED AS REQUIRED FOR THE COMPLETE KIT LESS PARTS LISTED. ALL SOCKETS INCLUDED.

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## 32K STATIC RAM S100 MEMORY BOARD

**\$499.95**

California Computer Systems

**2114L**  
1024 x 4 Static RAM  
450 ns **\$450**

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VCO Waveform Gen.  
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74LS20	28	74LS170	185
74LS21	38	74LS176	90
74LS22	38	74LS175	90
74LS24	38	74LS190	110
74LS27	36	74LS193	95
74LS30	39	74LS195	95
74LS32	39	74LS198	85
74LS38	39	74LS221	140
74LS42	78	74LS244	2.45
74LS48	78	74LS241	2.45
74LS51	25	74LS243	2.20
74LS54	35	74LS245	8.95
74LS55	85	74LS253	95
74LS57	85	74LS257	95
74LS58	95	74LS258	95
74LS59	115	74LS259	95
74LS66	45	74LS259	95
74LS68	70	74LS279	55
74LS69	70	74LS283	100
74LS70	45	74LS293	185
74LS71	48	74LS298	120
74LS72	50	74LS300	95
74LS73	115	74LS367	95
74LS74	85	74LS368	95
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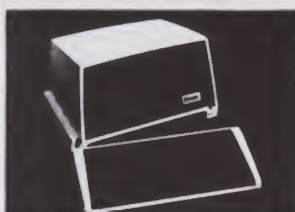
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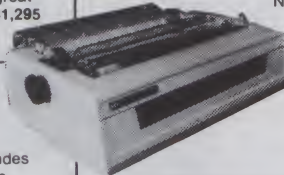
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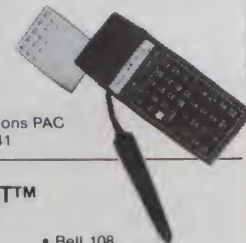
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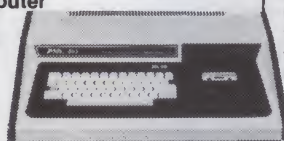
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Reader Service Number	Page	Reader Service Number	Page	Reader Service Number	Page
121 AB Computers.....	64	75 G. W. Computers Ltd.....	187	149 Osborne Assoc.....	59
39 AM Electronics.....	192	301 Galactic Software Ltd.....	51	106 PAIA.....	51,192
91 Aardvark Technical Services.....	98	22 Gimix, Inc.....	60,258	240 PCD Systems.....	148
261 Addmaster Corporation.....	209	42 Godbout.....	249	19 Paccom.....	223
109 Adventure International.....	174	174 Hardhat Software.....	111	481 Paccom.....	18
187 Alpha E.C.G.S.....	207	177 J. H. Harvey.....	75	246 Pacific Exchanges.....	139
56 American Square Computers.....	57	473 Heath Co.....	20	274 Pacific Exchanges.....	217
496 Apparat, Inc.....	20	Heath Co.....	77	153 Pacific Office Systems.....	186
314 Apple-Jack.....	37	10 Hobby World Electronics.....	245	71 Pan American Electronics (A Radio Shack Authorized Sales Center.....	152
220 Aristopolks.....	209	168 Honders, Inc.....	80	486 Peripherals Plus.....	16
192 Audio Video Systems.....	178	33 Human Engineering Software.....	140	266 Perry Oil & Gas.....	162
193 Aurora Software.....	178	209 Ian Electronics.....	113	303 Personal Computer Systems.....	73
96 Automated Equipment Inc.....	55	479 Immac.....	19	112 Personal Micro Computers.....	175
492 Baker Enterprises.....	20	40 Instant Software.....	116-119,170,171,200,201	204 Prism Software.....	198
166 Bap\$.....	199	77 Intergraph.....	64	11 Programma International.....	145
476 BCD Associates, Inc.....	18	76 Intelligent Systems Corp.....	4	160 Programma International.....	157
99 John Bell Engineering.....	205	151 Interface Inc.....	177	202 Progressive Computing.....	80
495 Harry H. Briley.....	20	235 Interlude.....	103	Quality Software.....	137
211 Bill's Micro Services.....	222	195 Interpretive Education.....	185	137 Quant Systems.....	198
326 Buss.....	40	3 Intertec Data Systems.....	3	44 Quest Electronics.....	248
110 CFR Associates.....	223	225 Intertec Data Systems.....	C III	477 RCA Solid State Division.....	19
97 C & H Micro.....	197	279 Island Cybernetics.....	60	52 RNB Enterprises.....	244
256 CPU Shop.....	39	180 J.E.S. Graphics.....	209	101 Racet Computers.....	193
79 C & S Electronics Mart, Ltd.....	166	92 JPC Products.....	221	Radio Shack.....	33
317 Cap Electronics.....	191	126 JR Inventory.....	169	Rainbow Computing.....	196
197 Card Electronics.....	209	203 JWS Engineering.....	113	Realty Software Company.....	197
58 Checks to Go.....	184	48 Jade Computer Products.....	236,237	499 Rivera Music Services.....	16
336 Clark Systems Corp.....	93	41 Jameco Electronics.....	246,247	20 The Robb Report.....	149
28 Cleveland Consumer Components.....	89	483 Jameco Electronics.....	16	74 Rondure Company.....	63
* Clone Software.....	58	164 Jim Pak.....	84,85	281 Scelbi Publications.....	42
94 Compleat Systems.....	141	247 Joe Computer.....	177	54 Scientific Engineering Laboratories.....	131
90 Compucover.....	190	* Kilobaud Microcomputing.....	99,107,212,230-235	213 Scitek.....	190
43 Compumart.....	254,255	54 Kogysa Co. Ltd.....	207	208 Service Technologies Inc.....	64
32 Compusoft Publishing.....	41	124 Krell Software.....	88	12 Simutek.....	65
315 Compute.....	210	198 LNW Research.....	139,217	482 Sirius Cybernetics.....	16
320 Computer Case Company.....	75	59 Leedex.....	224	67 Sirius Systems.....	179
133 Computer City.....	146	23 Level IV Products, Inc.....	162	132 68 Micro Journal.....	178
18 Computer Design Labs.....	183	* Lifeboat Associates.....	128,129	66 Skyles Electric Works.....	122
120 Computer Discount of America.....	161	489 Lifeboat Associates.....	20	231 Small System Software.....	193
152 Computer Distributors, Inc.....	111	207 Macrotronics.....	148	497 Soft Sector Marketing Inc.....	20
215 Computer House Division.....	40	239 Mark Gordon Computers.....	159	322 Software Mart.....	24,25,123
285 Computer House Division.....	61	84 Mark Gordon Computers.....	158	294 Software Review.....	204
115 Computer Instant Ads Assoc.....	75	475 Matchless Systems.....	18	39 The Software Toolworks.....	196
80 Computer Services.....	217	129 Med Systems.....	37	488 Speak Up Software.....	20
36 Computer Shopper.....	75	161 Meta Technologies Corp.....	17	306 Spectrum Software.....	155
283 The Computer Stop.....	163	108 Micro Architect.....	131	60 Standard & Poor's Corp.....	21
105 The Computer Stop.....	61	490 Micro Architect.....	20	484 Star-Kits.....	18
268 Computer Systems.....	197	216 The Micro Clinic.....	199	288 The Stocking Source.....	31
26 Computers Unlimited.....	214	167 Micro Computer Industries.....	122	244 Sun Research.....	204
227 Computers Wholesale.....	115	100 Micro Management Systems.....	164	189 TAB Sales Company.....	207
6 Computronics.....	213	72 Micro Media Magazine.....	140	318 Tandon Magnetics.....	C II
297 Concord Computer Components.....	253	498 The MicroPeripheral Corp.....	19	233 Tarheel Software Systems.....	144
307 Connecticut Microcomputer, Inc.....	110	154 Micro Technology Unlimited.....	47	139 Tecmar, Inc.....	127
182 Connecticut Microcomputer, Inc.....	88	260 The Microcomputer Warehouse.....	139	53 Technical Innovations.....	148
292 Coosol, Inc.....	40	68 Micromail.....	215	328 Texas Computer Systems.....	122
271 Coosol, Inc.....	111	253 Micron, Inc.....	207	65 Tora Systems Limited.....	71
176 Cornsoft Group.....	81	123 Microsette.....	62	95 Total Information Services.....	61
141 Custom Electronics, Inc.....	113	480 Microtek, Inc.....	18	313 Total Information Services.....	71
* Cybernetics, Inc.....	187	* Midwest Scientific Instruments.....	96,97	181 US Robotics.....	191
136 DAR Sales.....	209	* Mikos.....	252	221 US Robotics.....	193
293 D & N Micro Products.....	62	255 Miller Microcomputer Services.....	45	263 US Robotics.....	209
* Data Analysis Systems.....	138	485 Miller Technology.....	19	186 Unique Systems Inc.....	9
63 Davis Systems, Inc.....	146	304 Mini Micro Mart.....	256	64 VR Data Corp.....	132,133
* Digital Research Computers.....	250,251	275 Mini Micro Mart.....	238	158 Vandata.....	71
* Digital Research Parts.....	191	50 Mini Micro Mart.....	239	45 Wallen Electronics.....	242
61 Digital Systems Engineering.....	174	24 Money Disk.....	198	* Wameco, Inc.....	252
199 Discount Computer Products.....	190	37 Mullen Computer Products.....	167	284 Word Wizards.....	60
250 Discount Software Group.....	151	81 Multi Business Computer Systems.....	64	122 World Wide Electronics.....	148
34 Dr. Daley.....	186	* Mumford Micro Systems.....	215	200 Xtrasoft.....	148
87 Dwo Quong Fok Lok Sow.....	166	* Netronics R & D Ltd.....	78,140,147,243	* Xymec.....	79
487 Dynasoft Systems, Ltd.....	20	291 New England Business Service, Inc.....	161		
178 Eastern House Software.....	214	491 North Star Computers.....	19		
300 Eastern House Software.....	122	190 Novex, Inc.....	207		
82 Ecosoft.....	51	478 Novex, Inc.....	18		
339 Educational Courseware.....	144	* NRI.....	83		
156 Educational Software Professionals Ltd.....	40	4 Ohio Scientific.....	C IV		
116 Elcomp Publishing.....	109	27 OK Machine & Tool Corp.....	69		
* Electravalu Industrial.....	199	474 OK Machine & Tool Corp.....	18		
93 Electronic Specialists.....	154	130 Olensky Bros. Inc.....	82		
47 Electronic Systems.....	240,241	276 Omega Sales Co.....	222		
25 Electronics Book Club.....	95	140 Omni Communications Co. Inc.....	61		
254 Erickson Communications.....	74	29 Omnitek Systems.....	207		
57 Exatron.....	196	29 Optimal Technology Inc.....	192		
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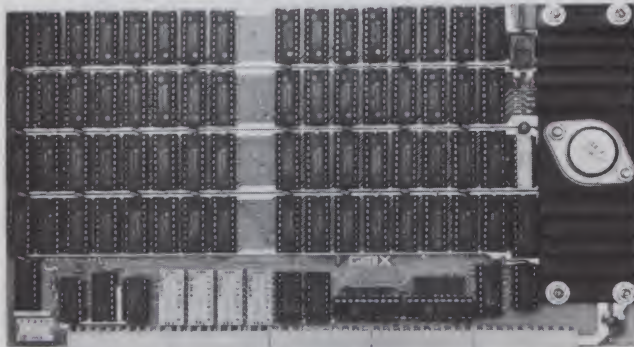


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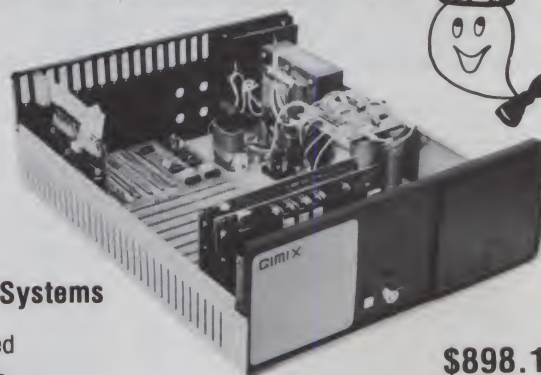
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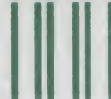
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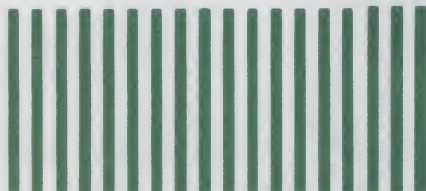
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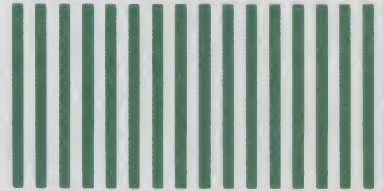
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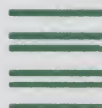
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